Тамагочи в этой стране

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T 72 **Tamagotchi in This Country / V. Trombone** - M .: Publisher-state "Pero", 2015. - 336 p.

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Tamagotchi in This Country is the only encyclopedia in the world dedicated to Tamagotchi. The central theme of the book is tamagotchi, which were sold on the territory of Russia in the nineties. Nine chapters of the book are devoted to the most popular series of virtual pets: Gyaoppi, Nano, Apollo, Dinkie, Hitorikko, MGA, Johnny, Chinagotchi and individual original Tamagotchi, produced individually. Readers will be able to find in this book hundreds of photographs and descriptions of their favorite childhood toy, as well as learn the story of a small keychain with three

buttons that conquered the whole world.

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ВВЕДЕНИЕ

Tamagotchi in the world

What is "Tamagotchi"?
Tamagotchi electronic toys appeared in Japan in 1996. The idea for pocket pets came from a simple Japanese housewife Aki Maita. Aki was very fond of animals and came up with animals that you could take with you anywhere. She soon sold this idea to Bandai, and in November 1996 the first version of the Tamagotchi was released.

- Tamagotchi P1.

There are several interpretations of the name. Tamagotchi (jap. た ま ご っ ち) - this is an egg clock ("tamago", jap. た ま ご - egg, and "watty" anglicism, jap.
ウ ォ ッ チ from “watch” - hours), and “testicle” (“tamago” + diminutive suffix “chi”). There is often a version according to which the name "tamagotchi" comes from the words "tamago" and "tomodachi" (Jap. と も だ ち), which in translation would mean “egg-friend”, but this version was refuted by the authors of the Tamagotchi themselves.

Development of the Tamagotchi P1 took about a year. Versions were considered in which the body of the ta-magotchi would be equipped with a small door covering the screen. There were also illustrations of prototypes of Tamagotchi in the form of a watch on a strap.

The most extravagant was the proposal to make a shape that fully corresponds to the shape of a convex egg with a folding shell on top that would cover the screen.

Still, the final version of the first generation Tamagotchi was made in the shape of an egg with three buttons under the screen, one button for resetting the game on the back of the case and with a ball chain at the top.

The official prehistory of the first tamochi is described in the instructions for the toy. According to this text, the pets living in the keychain are actually aliens from the planet Tamagotchi. But a disaster struck their planet: a resident of Oyajitchi gave her alcohol to drink. The planet is very drunk

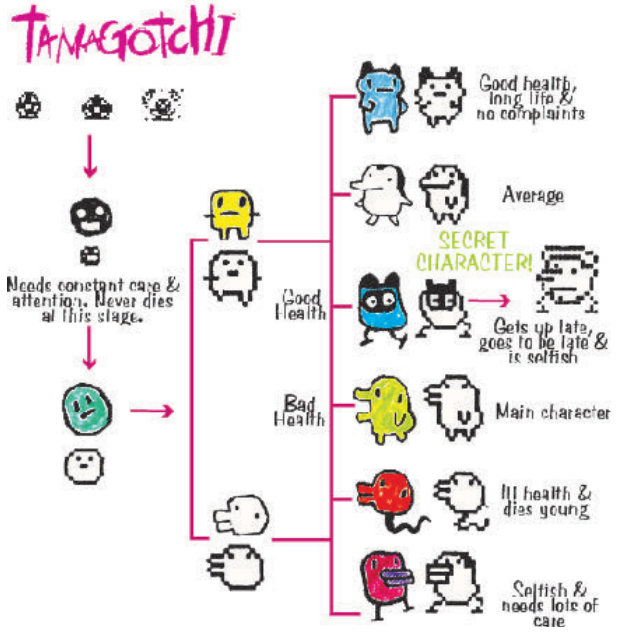
la, began to sing loudly songs and became uninhabitable because of this.

Professor Banzo and his assistant Mikachu hid the inhabitants of the planet in small egg-shaped spacesuits and sent them to planet Earth.

The Tamagotchi characters themselves are fictional animal-like creatures. Each Tamagotchi character has its own name and personality.

Their appearance is often based on objects that exist in the real world: for example, Ringochi's body resembles an apple (ringo, jap. りんご, translates as "apple"), and Robochi looks like a little robot.

In the first version of the Tamagotchi, only 11 characters could be raised. Depending on the quality of their care, one and the same teenage character could develop into different adults: “healthy”, “sick” and even “secret”.



It is curious that the company itself did not believe in the success of the Tamagotchi, and that is why the very first Tamagotchi P1 model was produced in a very small edition. However, the Tamagotchi instantly gained serious popularity: according to official figures, 40 million copies of the Tamagotchi P1 were sold worldwide.

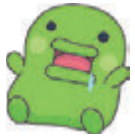
The idea turned out to be so successful that it was instantly picked up by hundreds of manufacturers of electronic toys, and already in 1997 the market simply drowned in various modifications of the original Tamagotchi.

Bandai, of course, kept up with them and continued to release ob-

new toys. Over the past two years, the company has released 10 models of Tamagotchi with various themes. Among them were tamagotchi with forest and sea characters, tamagotchi angel and tamagotchi demon and even tamagotchi in which Santa Claus could be raised.

However, in the nineties, the Tamagotchi brand's products were not limited to electronic pets: T-shirts, soft toys, stationery and even perfume with Tamagotchi symbols were sold.

In addition, two full-length cartoons about Tamagotchi were shot: Tamagotchi: The Movie, which tells about the characters of Mamechi, Memechi and Kuchipachi, and Tamagotchi: Happiest Story in the Universe!, Which tells about the new character of Hapihapichi. In addition, four franchise anime series were produced, the last of which continues to this day.



Songs were written about Tamagotchi, they were loved and criticized, they were called both a breakthrough and a curse. What is it worth the fact that one type of mental disorder in which a person exhibits strong emotional attachment to computers or other electronic devices has been called the “tamagochi effect”.

Tamagotchi were officially sold in more than 30 countries. Probably, every resident of Russia remembers the word “tamagotchi” and knows at least an approximate meaning. The toy, designed for little girls, did not leave indifferent almost anyone in the world.

The irony is that in the nineties there was never a Tamagotchi in Russia.

Tamagotchi in This Country

None of the current Tamagotchi collectors and none of those who lived in the nineties can say for sure when exactly Tamagotchi appeared in Russia, but everyone agrees that in 1997 Tamagotchi were sold in full in every counter of the country, that means that they appeared in our country at about the same time as in the rest of the world.

Photo from the newspaper "Vecherny Chelyabinsk"
January 30, 1998.

Here are just the originals from Bandai in the country - absent as a class.

If all over the world children played Tamagotchi P1 and knew who Ku-chipachi, Mamechi and Oyajichi were, then in This Country they did not even hear about all this. In Russia, it was believed that a Tamagotchi is such a small electronic device in which a cat or dog lives. Nobody knew that there had never been cats and dogs in the Tamagotchi: the main difference between the original Tamagotchi and third-party variations on the theme was always its fictional characters that had little in common with the real animal world.

All non-Bandai Tamagotchi replicas were referred to throughout the world as simply "virtual pet" - a virtual pet. But all of them were brought to our country under the name “Tamagotchi”, and this is how they were remembered by everyone who remembers the late nineties.

This situation is far from an exception to the rule. For example, the Famicom and NES game consoles were popular all over the world. Their Sino-Korean Dendy clones were illegally sold in This Country, and no one even knew that they were fakes. All over the world, children played with small electronic toys Game & Watch - in this country children got the device “Electronics. Well, wait a minute! ”, Completely obscurely copied from the Japanese licensed version.

The Russian market was flooded with hundreds of pirate clones of Tamagotchi, while the shelves in the stores, oddly enough, were rife with variety. We can say that Russia was even more fortunate in this respect than others: in our country you could find practically any rarities on the free sale, which collectors from other countries are still hunting for. We had the rarest flower pets, Hana Hana Mi, and the beloved Super Gyaoppi 9 in 1, both original and in the form of dozens of analogues. In addition to the well-known brands of virtual pets, their unique specimens were also sold in Russia, which were not found in any other country in the world.

However, some Tamagotchi lines were completely ignored in Russia. The most striking example - Tamagotchi Giga Pets from the American company Tiger Electronics, which were distributed mainly

Mr. in the United States and positioned itself as the main competitors of Bandai in the virtual pet market.

Most often, Tamagotchi were sold in the following configuration: a box, an instruction manual (usually in English or Chinese, but sometimes instructions were also found in Russian), two batteries already inserted into the Tamagotchi, a protective strip and, in fact, the toy itself.

Tamagotchi walks across the country

Despite the almost complete absence of the Internet in those years, if not everyone, then almost everyone knew about the Tamagotchi. The popularity of the newfangled toy grew every day: every child wanted his own electronic animal, many brought up several Tamagotchi at once.

Tamagotchi also appeared in popular culture. People invented jokes about them, key rings began to appear in Russian films and serials of that time (“Streets of Broken Lanterns”, “Simple Truths”).

> *Microsoft is suing Bandai, a Tamagotchi manufacturer. The essence of the charge is that the tamagochi software is a plagiarism of Microsoft's. Microsoft lawyer Eric Lorgard said: “Tamagotchi require constant, almost hourly care, otherwise they will die. It was first implemented in Windows ”.*
>
> ***September 3, 1998.***

The popularity of the Tamagotchi was also facilitated by the close attention to the toy from the media. The super popular TV program "Namedni" released a report on the topic "What is a Tamagotchi", enthusiastically talking about the toy and its popularity in the world. The word "tamagochi" began to come across even in school problems in mathematics and biology.

The name of the toy was often freely modified into "tamaguchi", "tomogochi", "tumagochi": the journalists simply did not know how to do it right

spelled this word, and wrote it by ear. But over time, the theme of Tamagotchi has become so deeply embedded in everyday life that it has become familiar and everyday.

Vasya bought two tamagotchi toys - growing electronic animals. The first one is awake from 7 to 22 hours, every 3 hours “growing up” for a year. The second animal "matures" for a year every 4 hours, regardless of the time of day.

Vasya turned on both toys at the same time. It turned out that both animals reached the age of three at the same time. Which of them will turn 5 years old earlier?

Problem author - I. Akulich
Competition named after A.P. Savin "Mathematics 6 - 8"

Such a peaceful perception of the Tamagotchi was rather an exception. Often, the Tamagotchi theme was approached with caution, asking the question: "How harmless is this toy?"

Is it not a blessing if a child, with the help of Tamaguchi, cultivates a sense of duty, responsibility, attention not to oneself? And if the good - does this good have a downside?

Magazine "Computerra", No. 37
September 15, 1997

But mainly the media tried to present the Tamagotchi as a toy delivered to Russia straight from hell. Every self-respecting newspaper in 1997-1998 considered it its duty to publish a couple of scandalous articles about Tamagotchi. TV did not lag behind newspapers: very

interviews with all kinds of psychologists, teachers, scientists and occultists were often broadcast, proving the unambiguous harm of the Tamagotchi for the child's psyche.

The "new heroes" are the heroes of comics, computer games, video clips: machine people. The most popular electronic toy for children has become the "Tamagotchi" - a simulacrum that requires constant and intense care of itself: the child must feed him, drink him, put him to bed, treat him if he is sick, otherwise he may die by inflicting the owner of a severe mental trauma. The toy is designed to destroy the line between its own electronic virtuality and the real, not playful experiences of the child, whom it constantly disturbs with its “real” provocative demands. This is how the idea of the naturalness and organic nature of the artificial conditional world is introduced into the child's consciousness.

Nikolaeva O.A.
"Contemporary Culture and Orthodoxy"

The media persisted in making the Tamagotchi a monster that zombies children. Shocking stories ", which were published in the newspapers, were one yellower than the other. People, on the other hand, enjoyed reading stories about the killer toy and retelling them to each other. The most popular stories went something like this:

- as soon as you buy a Tamagotchi for a child, he will forget about his real pets (as an option: he will abandon his studies or stop communicating with people);
- the tamagotchi always beeps at night, children refuse to sleep because they need to feed the tamagotchi;
- Tamagotchi cause cruelty in children;
- in our city, several children have already jumped out of the window after their Tamagotchi died;
- but one boy killed his younger brother, who did not feed the Tamagotchi on time;

- and another boy killed his younger brother and waited for him to come to life in the same way as Tamagotchi do after death (there were variations with the killing of stray dogs and cats);

- Tamagotchi makes the child believe that the world is unreal and death does not exist.

Impressed by what they heard, many parents flatly refused to buy their children Tamagotchi, some even forbade them to play with the electronic pets of their classmates - what if they have time to zombify?

In the world of adults, Tamagotchi were an incomprehensible overseas threat hanging over their children, in the world of children - a favorite toy for those whose parents did not pay attention to alarmists on TV, and the ultimate dream for those who were less fortunate. There were also children (and, to be honest, adults) who really worried too much about the Tamagotchi.

Although, of course, not everyone sounded the alarm. Among the parents were those who played for the Tamagotchi: it was believed that by regularly caring for an electronic animal, the child learns to take responsibility, that the Tamagotchi is a kind of training before buying a real pet.

Of course, both are just exaggerations, opposite in emotional coloring, and the Tamagotchi is just a toy that was fun to play with.

But there was one myth, the most important and most enduring myth about the Tamagotchi, in which the inhabitants of absolutely all countries in the world believed. And he concluded in the following.

Non-resettable Tamagotchi

The original version of the game did not provide for the possibility of starting the game over, so the death of an electronic pet was especially painful. In Japan, cases of suicide of adolescents who were unable to survive the death of a Tamagotchi were recorded. From that moment on, all released games necessarily had a game reset key, which could only be pressed with a pointed object.

"Wikipedia"
year 2012

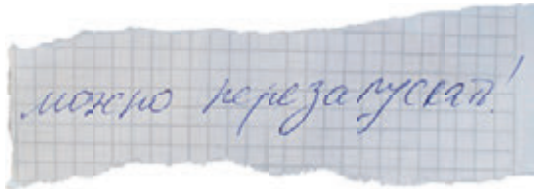
Horror stories in newspapers easily raised the rating of print publishers, so the topic of Tamagotchi, driving the owners to madness, was exaggerated for a long time.

Most likely, it was in one of these articles that the most popular legend about disposable tamagotchi was first invented. It was believed that some "first versions of Tamagotchi" did not have a reset button, and in case of death, the key fob was turned off once and for all. And if the stories about suicide had at least some real basis, then the stories about the unreleased Tamagotchi were a provocative lie from start to finish.

Absolutely all models were resettable and almost all were equipped with a "reset" button - a reset button. If some tamagotchi did not have such a button, this did not mean at all that the tamagotchi could not be restarted: the restart of such toys was carried out by reinstalling the batteries. The reset button was absent only through the fault of the authors: there was simply no hole for it on the Tamagotchi body, although often in such cases there was a contact for the button itself on the Tamagotchi board.

Despite all this, when buying a key fob, everyone probably asked the sellers if it was possible to turn on the Tamagotchi after his death. And, of course, all the sellers answered as one: yes.

The presence of a reset button sometimes even became an advertising stunt: small notes from sellers appeared on the windows next to the Tamagotchi for sale:



Terminology

Despite the fact that the Tamagotchi is a children's toy, the Tamagotchi theme uses specific terminology, which will be rather difficult for a person who has never encountered collecting Tamagotchi to understand. Since these terms appear on every page in this book, most of them need to be defined immediately.

Tamagotchi (tamagotchi) - 1) in the world - an electronic toy-keychain in the shape of an egg, released by Bandai, in which it is necessary to take care of the inhabitants of the Tama planet; 2) in This Country (as well as in this book) - any electronic keychain toy in which the main goal of the game is to care for any creature, including real-life animals, people, insects and fictional characters.

Virtual pet (virtual pet, virtual pet) - an electronic toy-keychain, in which you need to care for virtual animals, released outside of Bandai.

Original Tamagotchi - Tamagotchi, released directly by the authors, real or alleged. The concept of originality includes the software component of the Tamagotchi, body and packaging. Often, to simplify the definition of originality, only the software component and the corpus are taken into account.

Analogue - in general, it is a Tamagotchi that copies or imitates the program of another Tamagotchi. These days, originality is not easy to establish, very often you have to be content with only guesswork. That is why in the book we will call an analogue Tamagotchi, which completely repeats the program of another Tamagotchi, but at the same time has a different body.

Chinese (chinagotchi) - Tamagotchi with a deliberately primitive program, often with a huge number of animals (49-in-1, 124-in-

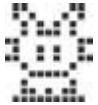
1) that do not develop or change only once. Often, Chinese gochi programs are accompanied by errors, much rushing or lagging time, and stolen character sprites.

Single Tamagotchi - Tamagotchi, in the program of which there is only one animal.

Multipet - Tamagotchi, in the program of which there is more than one animal, for example, 2-in-1 (dinosaur and chicken), 9-in-1.

Gameplay - the totality of all Tamagotchi game elements. This includes concepts such as care and development logic, feature set, and accessibility feature set.

Sprite - a visual image of a pet on the tamagochi screen. The pet's sprite changes as it grows or evolves.



Menu items - a set of Tamagotchi functions, with the help of which you can interact with the pet, for example, playing games or treating. Most often, menu items are made in the form of small icons at the top and bottom of the screen.

Growth chart - a graphic representation of all stages of development of the Tamagotchi character.

Connect - connecting two Tamagotchi using wires, special connectors or infrared port.

Last parting words

In childhood, in the nineties, it seemed that there were an infinite number of virtual pets. Over the years of collecting, the impression has changed a bit: it began to seem that virtual pets were *nearly* infinite set, and describe each of them

nearly impossible.

In this book, I have tried to approach this impossibility as much as possible. The result was something like “The Most Complete Incomplete Tamagotchi Encyclopedia”, with a lot of photographs, illustrations, descriptions, a handful of ideas and inaccuracies, and with a few nostalgic departures from the topic. This book is an attempt to dot the i's. Well, almost everything.

The Most Complete Incomplete Tamagotchi Encyclopedia will be of interest to both experienced collectors of virtual pets, and to those who are just starting to learn what a guaoppi and dinky dino are, and even to those who just walked by and decided to remember their Tamagotchi lost in childhood. state.

If you want to find your Tamagotchi, but don't know what it was called, this short search guide can make things easier for you.

- if you remember that the sun sometimes shone in your Tamagotchi, the heaps were removed with a bulldozer, and time could be left unavailable, go to the chapter “Gyaoppi pets”;
- if in Tamagotchi a puppy, kitten or someone else walked near the fence and ran after the ball in games, you will find your pet in the chapter "Nano pets";
- if your tamagotchi was in the shape of an egg with four buttons, there were 4 games in it, and after each game the pet asked for a bath

- the chapter "Apollo pets" will help you;

- if your Tamagotchi had a vertical menu, and the pet itself occupied the whole screen, then you need either to the chapter “Hitorikko pets” or to “Dinkie pets”;

- if there was a puppy in your Tamagotchi that was walking near the booth, or any other animal walking in the same location, go to the chapter "MGA pets";

- if your Tamagotchi could be sent for a walk for one hour, and it slowly developed - you to the chapter "Jonny pets";

- if there were countless animals in your Tamagotchi, time was running forward, and the sound did not turn off - most likely, you will find your virtual pet in the Chinagotchi chapter;

- if none of the quiet advice helped, then you can try your luck in the chapter "Odd pets". If it doesn't help, you'll have to read the entire book. But don't be alarmed: it has little text and a lot of pictures.

In each paragraph, I will indicate the rarity of the described Tamagotchi, so that one can guess how long it will take to look for it if necessary. Rarity is rated on a ten-point scale.

In addition to the ordinary “six stars out of ten”, the book also contains tamagotchi “oh Lord, this is ten out of ten!” And tamagotchi “oh, Lord, this is eleven out of ten !!!” and even “oh no, it's zero out of ten ...” meaning that this tamagotchi is so common that there must have been a couple in your closet.

This, perhaps, is all. I just have to wish you a pleasant immersion in the nostalgic world of Tamagotchi.

Go!

Глава 1.

Gyaoppi pets

general information

The Gyaoppi series Tamagotchi were widespread throughout the world. In many countries where genuine Bandai tamagotchi were not officially sold, guaoppi became their substitutes. In this Country, the gua-opi chicken was considered the most original and real of all Tamagotchi.

The very name Gyaoppi (Jap. ぎ や お ッ Pi) is pronounced giaoppi and has no exact translation. The syllable "giao" is the Japanese onomatopoeia for the roar of a dinosaur, and the syllable "pi" is a kind of diminutive-petting suffix.

English-speaking people most often pronounce this name as "gaioppi"; in the Russian version, due to the unusual combination of sounds, the series was dubbed exactly as "guaoppi". From the point of view of Japanese transcription, such a reading is not correct, but the name of the series passed through a spontaneous localization and was fixed in Russia just like that. It's hard to scold Paris for not Paris one.

Until now, it has not been possible to establish who exactly produced the guaoppi tamagotchi. The Gyaoppi series was not licensed, but by the re-release of analogues into one and
at the same time, a large number of well-known brands such as Fujitsu were engaged. There was also no mention of the company that produced them on the packaging of the original guaoppies. The exception is a-

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one In French transcription, the capital of France Paris (Paris) reads
It is referred to as "Pari".

A Rican version of Super Gyaoppi 9-in-1, with a mention of a "JEUX games" on the box.

There are only five models of the classic guaoppi, among them - four single pets and only one tamagotchi multiet, Super Gyaoppi 9-in-

1. In the world, all original guaoppies were sold in large oval cases with three buttons, as well as in figured cases in the form of educated

animals, ducks and dinosaurs, however, in this country guaoppi spread mainly in the form of analogues.

Special analogues of the guaoppi have also become widespread, which have formed their own subfamily tamagotchi - tamakashi.

The guaoppi series has had a huge impact on the entire Tamagotchi industry: some of the guaoppi finds and ideas can be found in every other virtual pet. The intelligence of the development of the guaoppi and the extensive growth chart made the guaoppi an example of an exemplary virtual pet.

This chapter will consider both the original guaoppi, and guaoppi, the originality of which is questionable, and even the tamagotchi, in the description of which the word "guaoppi" is not at all, but indirectly related to the legendary series.

Gyaoppi (Gyaoppi Dino)

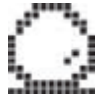
Housing: oval body
yellow, white, green
or black with the inscription “GYAOPPI”;
oval-
black or white body with Pishi lettering;
dinosaur-shaped body black, green

foot or blue.

Animals: dinosaur.

Rarity:
• • • • • • • • • • •

General information
Despite the fact that the word "guaoppi" itself is most often used in the sense of Super Gyaoppi 9-in-1 and its analogs, and this version is remembered as the most widespread in this country, the two very first tamagotchi from guaoppi were simply called: Gyaoppi and Gyaoppi II. In both versions, only one animal could be raised - a dinosaur. These days, in order to avoid confusion, they are called Gyaoppi Dino and Gyaoppi Dino II respectively.



Often, many collectors do not pay attention to the markings of the dinosaur and believe that the Gyaoppi Dino and Dino II
- this is approximately the same Tamagotchi, and their different
chia are so insignificant that they can be completely neglected. However, dino and dino II are very different from each other not only in games and menu structure, but also in development in general.

The Gyaoppi Dino was released in the fall of 1997 and was the first version of the dinosaur from the guaoppi company.

The original guaoppi dino came in a variety of shapes.

The most widespread are oval cases with the inscription "GYAOPPI". Often there were cases with the inscription “Pishi” and a pattern imitating a cracked egg. In addition, the guaoppi was produced in a dinosaur-shaped case in black, green and blue.

Menu items

The very first guaoppi model was not much different from all other virtual pets. It contains 9 standard menu items located at the top and bottom of the screen, which

found in almost every Tamagotchi.

Food

There are three types of dishes to choose from: chicken (main course), carrots (delicacy) and a bottle of water. The chicken fills one wellness slot in the status menu.

Game 1

It is necessary to guess in which direction the pet will turn. As in all similar games, the player is given five attempts. If the player guesses at least three times, the Tamagotchi rejoices and one mood cell is filled.

Syringe

Used when the skull appears on the screen, which means that the dinosaur is sick. When choosing a syringe, there is no animation of the treatment process - the pet just cries. Depending on

the severity of the disease changes the number of necessary injections; with the last injection, the skull disappears, and the recovered pet rejoices.

Training

Training is necessary when the pet calls the owner for no reason or refuses to eat. During training, a teacher with a pointer appears on the screen for a few seconds.

Game 2

The second game is a standard card game. Its variations are found in almost all tamagotchi from guaoppi.

In the game, a card is randomly selected from the deck, and the player, using the “A” and “B” buttons, must guess which card will fall out: the “A” button selects cards from 2 to 7, the “B” button - from 8 to the king ... An unnumbered card (with a spades suit) is considered the lowest card in the deck. In a game of five, five attempts are given, if the player guesses three (or more) cards out of five, he won.

Weather function

The weather function is that distinctive

the trait most often remembered by everyone who talks about guaoppi. This function is rare in Tamagotchi of other companies, so it can be considered a guaoppi trademark.

The weather menu can be opened when it is raining or the sun is out. In this case, you can give the dinosaur an umbrella or put a cap on it. At normal times, when trying to open the weather menu, the dinosaur shakes his head.

Cleaning

In the first guaoppi, there is a standard cleaning menu with an animation of a scoop removing piles. Only one pile may appear on the screen, but in some cases it needs to be removed several

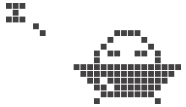
times in a row: this approach simply replaces the usual heap of piles on the screen with poor care.

Libra

In the scale menu, you can see how old the pet is, how many kilograms it weighs, and also check all of its statuses: discipline, satiety and mood. All scales are divided into four sectors (cells).

Shine

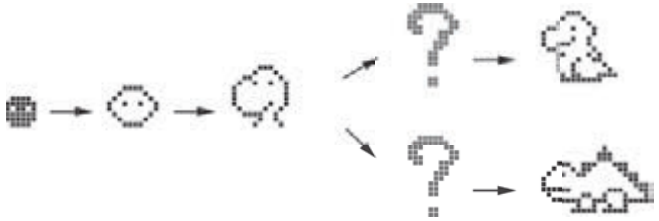
The light must be turned off when the tamagochi falls asleep. This inverts the pixels on the screen, simulating "night". The light can be turned off when the pet is awake, just as you can let him sleep with the light on, but in the latter case he can wake up sick.



Development features

The development of a dinosaur is non-linear and dependent on care. The original guaoppi manual contains an incomplete growth chart showing that dinosaurs can evolve into different species. The instruction also hints that with perfect care the dinosaur will never die of old age.

Despite the fact that this version is the very first version of the Tamagotchi from the Guaoppi, and lacks many of the features inherent in the Guaoppi series, it is still of interest to this day.



Gyaoppi II (Gyaoppi Dino II)

Housing: oval body
black, white, yellow,
blue or blue with the inscription
"GYAOPPI II" and with a small dinosaur,

drawn on the right.

Animals: dinosaur.

Rarity:

• • • • • • • • • • •

General information

Gyaoppi Dino II is the second version of the single-
go dinosaur from guaoppi and officially called
Gyaoppi II.

In this version, most of the menu items and animations have been redesigned, new games have been developed and the growth chart has been changed. Dino II looks more progressive in relation to the first version and is more similar in style to the familiar tamagotchi from guaoppi.

Menu items

A special feature of Guaoppi Dino II is that all active menu items are located at the top of the screen, while status icons are displayed at the bottom: two skulls, denoting a disease, and four piles. If a pet, for example, gets sick, at the bottom of the screen,

there is one of the skulls. If all statuses are normal, the icons at the bottom of the screen are not visible.

Food

Just like the first version of the guaoppi dino, there are three types of dishes to choose from: chicken, carrots and a bottle of water. The dishes are drawn a little differently, but in general this item is exactly the same as the food menu item of the first dino version.

Games

Guaoppi II has two games that are completely different from the games in the first version.

In the first game, the dino throws the ring and wins if the ring hits the peg. In the second, he kicks the ball and wins if he hits the ball. Both games have five tries.

Study

The study menu is completely identical to the one in the first version of the guaoppi dino.

Treatment

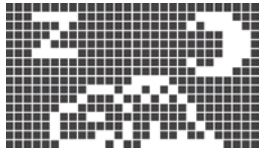
Unlike the first version of dino, in Dino II, a dropper animation appears during treatment. After that, the dinosaur rejoices, and the skull at the bottom of the screen disappears.

Cleaning

The cleaning animation features the famous 9-in-1 guaoppi bulldozer. The bulldozer can only remove one pile at a time.

Shine

Unlike other Tamagotchi, the dinosaur in this version does not go to bed by itself.



However, in its characteristics there is a sleep status, so you need to put your pet to bed yourself. The light can be turned off at any time of the day.

Libra

The scales menu contains scales of satiety, mood, sleep and discipline. Also on the first page of the scale you can find out the age of the pet and its weight.

Weather

The weather menu also completely repeats the similar menu in the first version of the guaoppi dino.

Additional features

By simultaneously pressing the "B" and "C" buttons for five seconds, the guaoppi enters the so-called super-mode. In this mode, time is accelerated 60 times: one hour passes in one minute, respectively, tamagotchi grows by one year in 24 minutes.

This way you can grow your pet very quickly.
to adulthood, but this requires almost one hundred percent attention: all events are also accelerated sixty times, and the tamagochi calls the owner almost every 30 seconds.

The Super Fast Time Mode is a functionality that is hardly found outside of the guaoppi lineup. Surprisingly, the guaoppi authors wrote about this function only in the instructions for the Super Gyaoppi 9-in-1, so it is believed that only this tamagotchi from the entire series has this feature.

But in fact, absolutely all guoppi have the function of acceleration, starting with Gyaoppi II. Why the authors did not immediately reveal such an important and unique functionality is a mystery.

Guappi (Gyaoppi Duck)

Housing: oval body in white, beige, light blue or blue with the “GUAPPI” lettering and a duck foot painted on the right; body - in the shape of a duck in a pink or blue jacket.

Animals: duck.

Rarity:

• • • • • • • • • • •

General information

Guappi aka Guwa Guwa Duck

- another tamagotchi with a single animal from the guaoppi company. This time a duck acts as a pet.

Just like the rest of the original guaoppies, the guappi came in an oval case with three buttons. In addition, there was an additional design in which the body was made in the shape of a duck in a pink or blue jacket. The Tamagotchi screen in this design is located in the open beak of the duck.

It should be noted separately that analogs of super guaoppi 9-in-1 were also produced in a duck-shaped case. The main difference between the shells is the color of the duck's jacket: the 9-in-1 analogs have always had a dark blue jacket. Also excellent

the eyes of ducks are visible: in the original guappies, oval pupils are drawn without glare; in the 9-in-1 analog, the pupils are round and with highlights, and the duck's eyes themselves are blue.

Оригинальный Guappi

Аналог Super Gyaoppi 9in1

Menu items

Guappi almost completely repeats the functionality of the Gyaoppi II. The appearance and order of the menu items are the same, but the animation of some actions is different: for example, the cleaning animation is the same, but the sleep animation is different in each version.

Guaoppi II and guappi have only two different menu items - food and games.

Food

In guappi, unlike guaoppi II, there are two dishes: the main course (porridge) and the drink. Guappi is the only guaoppi tamagotchi that lacks a treat.

Games

The first game: it is necessary to guess in which direction the pet will turn. The player is given five tries, and if he guesses at least three times, he wins.

Second game: card game, in general, resembles the card game from the first version of the guaoppi dino.

Chuppi (Gyaoppi Chick)

Housing: oval body
white, yellow or orange with the words “CHUPPI” and a small haystack painted under the screen; oval body

white, yellow, orange
or blue with the inscription “GYAOPPI” and with a small parrot drawn

on right.

Animals: chick.

Rarity:
• • • • • • • • • • •

General information
The chuppy program differs from guaoppi II and guappi only in character
- a chicken. But, despite this, the chuppy occupies a special place among all Tamagotchi in This Country.

In the nineties, it was believed that the very first, most correct and most “real” Tamagotchi is a keychain in the form of a white egg, in which only a chicken lives. Tamagotchi with dogs and dinosaurs were also held in high esteem, but at the same time they were considered insufficiently “real”.

In part, this stereotype was strengthened due to the fact that initially the tamagotchi toy itself was positioned as “an egg in which an electronic animal lives,” and a chicken is probably the most pri-

a common egg dweller. However, to a greater extent, the formation of such an attitude towards tamagochi chickens was influenced by

chuppy, guaoppy chicken.

In Russia, the chuppy program was one of the most widespread tamagotchi programs.

There were analogs, completely
repeating functionality
the original chuppy, as well as modified programs, in
which had their own games, chicken growth charts or animation.

In this case, several details most often remained unchanged,
for example, a birth animation that had a simple round egg. Such animation was one of the criteria for the Tamagotchi's “authenticity”.

The most popular and valuable ana-
Chuppi's log was the Bird Watching Tamagotchi, which was housed in a white egg-shaped case with illustrations of chickens. There is an unconfirmed, but stable theory according to which Bird Watching was one of the very first virtual pets released in the footsteps of the Bandai Tamagotchi.

A pet in chuppy and its counterparts develops from a chicken, which looks like a small ball with eyes, to a full-fledged chicken, whose sprite already takes up the entire screen at once.

Guaoppi analogs

In the wake of the popularity of guaoppi, many analogues from unnamed companies were published.

Many of them differed in small implementation details from the original guaoppi, but at the same time they completely repeated all their main functions. An exception to this rule was the weather function, for which the guaoppi are so famous: very often in analogs, the weather function was replaced by an additional menu of the scales, showing the pet's mood in more detail.

Tamakaci

Countless analogs have been produced.

state. Among them, two analogs should be separately noted: the analogue of guaoppi II (dino) and the analogue of guappi (duck). They were

nena in the same style - in the form of a watch with a detachable strap

- and were called Tamakaci. They have also replaced the weather function with an additional scale menu. They were so widespread and recognizable that since then, the cut-down guaoppi program has been called tamakashi, regardless of the corpus and the company that issued it.

The analogs of single guaoppies, in contrast to the originals, very often lack status icons, and menu items are located both above and below, as in classic tamagotchi. In this case, piles and shards appear directly on the game screen.

In addition to the analogs of single pets from the guaoppi, tama-kashi analogs were produced both with animals that were only in the super guaoppi 9-in-1, and with animals that had never been in the guaoppi series in principle. For example, a tamakashi puppy can often be found in paw-shaped cases. In egg-shaped hulls you can find a human tamakashi (it is also called a "bongo man", since it was the Bongo company that produced such tamagotchi in Russia).

Just like the originals of single guaoppies, tamakashi pets have a super mode function. It is turned on by the same key combination, "B" + "C", but if in the original guaoppi the activation of the super mode is accompanied only by a short beep, then in tamakashi programs the time acceleration is accompanied by a kind of animation, during which different rows of pixels and icons flash menu.

There is a super-mode not only in the tamakashi taxes of existing guaoppi (tamakashi duck, dino or chicken), but also in independent versions of tamakashi pets, such as the human tamakashi mentioned above.

Tamagotchi analogs from guaoppi are very common. If chickens are painted on the body of an unnamed virtual pet, then in this tamagotchi with a great probability it is the analogue of the guaoppi chicken that is hiding.

Virtual pets-ducks are also almost always analogs of guaoppi, but tamagotchi dinosaurs can surprise with the program: despite the fact that analogs of guaoppi dino are very common, there are many

other standalone virtual
pets in which dinosaurs live.

The names of guaoppi analogs may change beyond recognition. Some of the known analogs are listed in the table below.

Tamagotchi, produced under the name Bowppi, should be noted separately. Its packaging, instructions, and even the Tamagotchi shape itself are stylized as a single guaoppi: it is made in the form of a dog, with a screen located in its mouth (just like the guaoppi screen is located in a duck's beak). Exactly

therefore it may seem like a solitary guaoppi puppy. However, you should not be fooled: a completely different program is waiting inside, which has nothing to do with guaoppi and is popularly called “a puppy in a cart”. This program is discussed in detail in the chapter "MGA pets".

Gyaoppi (Gyaoppi Dino)	**Gyaoppi II (Gyaoppi Dino II)**	**Guappi (Gyaoppi Duck)**	**Chuppi (Gyaoppi Chick)**
Dinopet	Tamakaci dino	Tamakaci duck	Chicknoch
Baby dino	The lost world	Gaaa hippie	Smart chick
Moshigo no	Vocal virtual buddy	Karugamo rand	Baby chi
Choubutsu	Dinosaur part ii	Duckland	Chu chu
MicroPet - My			Bird watching
Dino			Piyo piyo man
Gaaa rapper			Chickpet
Goji rapper			Chickapet
			Chickling
			KooKoo

Mickey life

Housing: body in the shape of a Mickey Mouse head in silver or gold.

Animals: Mickey Mouse.

Rarity:

• • • • • • • • • • •

Mickey Life is a very rare and ambiguous Tamagotchi.

The fact is that there was an official Tamagotchi from the Disney company, which was called "Mickey Life Game "and was released in a similar puse. However, his program was completely different, not a bit like the program from the Tamagotchi, which we are considering in this chapter.

The Tamagotchi we are interested in can be found in a Mickey Mouse-shaped case, with three buttons under the screen and a guaoppi background, in a box without any identification marks, on which there is not a single inscription except the name of the Tamagotchi. In this ta-magotchi you can grow Mickey himself.

The most important thing that can be said about this tamagochi is that his program is a complete functional clone of Gyaoppi II.

Just like all guaoppis in this line, all the menu icons are located at the top, and all status pictures are at the bottom. The appearance of these icons and their position relative to each other completely coincide. The logic of the occurrence of events (for example, diseases, weather changes and pet evolution) are identical. Speed up time also works.

However, absolutely all of the animation in the Tamagotchi is reworked and stylized after Mickey Mouse. Even Mickey sits behind the wheel of the famous Guaoppia bulldozer, and at the time of birth Mickey's pregnant mother goes to the hospital.

Mickey Life is a very demanding Tamagotchi. He dies at the age of two if at least one of the pet statuses is not fully filled.

It is not known who exactly was the author of this strange clone, but the fact that this, albeit unofficial, but still guaoppi, deserves attention is indisputable.

Penpy penguin

Housing: round turquoise case,
orange, red or purple with “PENPY” written above the screen.

Animals: penguin.

Rarity:
• • • • • • • • • •

General information
In fact, the penguin penguin is not directly related to the guaoppi. It is still not known exactly who is the author of this Tamagotchi: there is no mention of the manufacturer on the packaging.

body.

The penguin itself, which can be raised in a tamagotchi, is completely different from the 9-in-1 super guaoppy penguin. However, penpi is a tamagotchi belonging to the tamakashi family (this program is often called so

the same "guaoppy-style"). Despite the fact that the appearance of the menu icons, the set of games and animations of the penpee are different from the guaoppi, the guaoppi style is instantly guessed in it.

The soundtrack, the way events are generated, and the internal logic of the program unmistakably indicate that, if not the authors of the guaoppi, then their followers were the creators of this program.

Menu items
Penpi, like all single guaoppies, has nine menu items. They not only repeat the functionality of the classic guaoppi, but are also arranged in the same order.

Food
The penguin is offered three types of food: a main course (fish), a treat (ice cream) and water. Penpi refuses to drink water until he is three years old.

Game 1
The first game simulates fishing: a penguin sits at the ice hole with a fishing rod and tries to catch a fish. If the tamagotchi is caught successfully, one point is awarded. Attempts, as you might guess, are five, and with three (or more) successful Tamagotchi wins.

Treatment
Unlike all guaoppi, there are two types of treatment in penpi: injection and pills. The desired type must be chosen by yourself. If at the moment the chosen type of treatment is not suitable, the penpi will shake his head negatively, and he will not be harmed by the wrong choice.

Training
Similarly to other guaoppi, a training point is necessary when the tamagotchi calls the owner for no reason, refuses to eat, play or clean up after himself.

Game 2
In this menu item, the penguin plays football. The game is not available until the pet is three years old.

Mood menu
Since the penpi program is based on the tamakashi principle, there is no weather mode. Vme-

It has an additional information menu illustrating the current mood of the pet: it consists of eight cells, four of which look like berries (while the pet has a good or neutral mood) and four - like peaks (the pet has a bad mood).

Cleaning

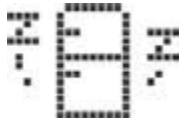
Penpi does not use a bulldozer or scoop like other guaoppies. In contrast, the penguin goes to the toilet: during cleaning, a door with the inscription “WC” appears on the screen (many tamakashi pets use their own cleaning and treatment animation).

Libra

The penguin scale menu icon is made in the shape of a penguin, which is a rather unusual, but cute solution. Here you can find out the standard parameters of a pet: its age, weight and scales of satiety, mood, sleep and discipline. Each type of food has its own scale.

Sleep

Penpi can be put to bed at any time of the day, and the sleep scale will gradually fill up. Most of those who held a tamagotchi penpi in their hands remember a small detail related to their sleep patterns: unlike the vast majority of tamagotchi, the penpi does not sleep in the dark or in a crib. Penpy sleeps in the refrigerator.

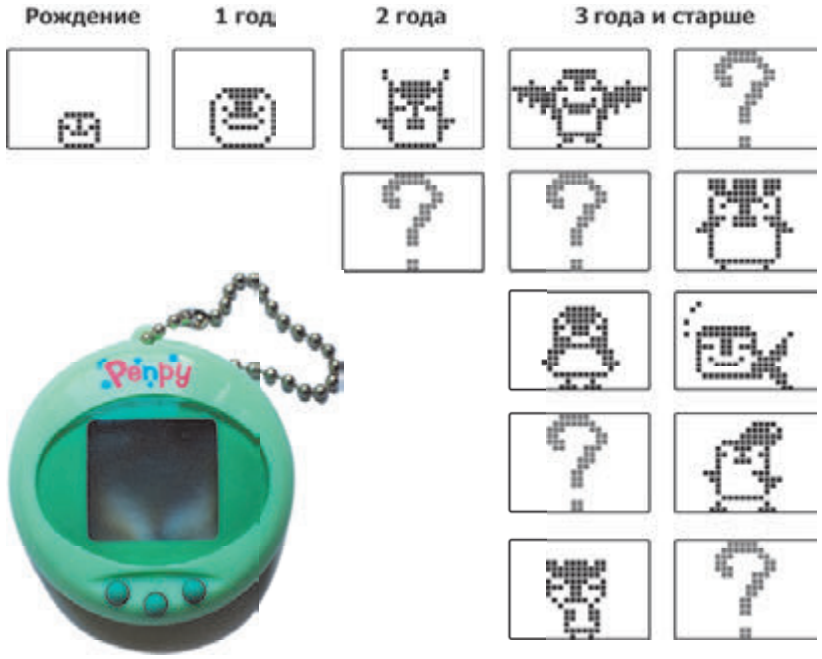


Development features

Penpi develops in the same way as other tamakashi pets: at birth and at 1 year old, the penguin always looks the same. At 2 years old, a pet can have two types of evolution, corresponding to good and bad grooming. Starting from three years old, the penguin can evolve into many species in any order.

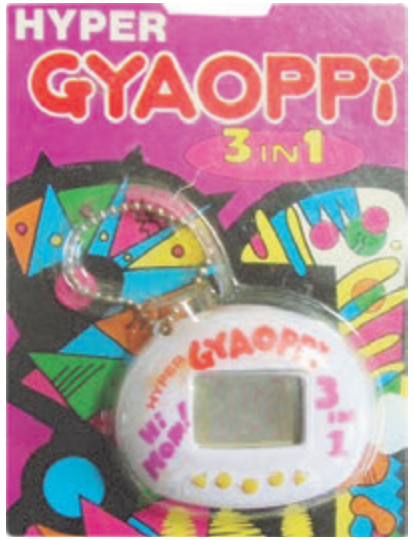
These evolution options also depend on the care of the pet, on which games were played with it more, on the fullness of the scales in the scale menu, and many other factors.

The penguin penguin is completely different from the super guaoppy penguin 9-in-
1. He has a personal growth chart and characters that are no longer found in any other Tamagotchi.



Hyper Gyaoppi 3-in-1

Housing: oval body in yellow, white or pink with the inscription “Hyper Gyaoppi” above the screen.



Animals: dinosaur, fish, chicken - film.

Rarity:

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general information

Hyper Gyaoppi 3-in-1 is one of the legendary Tamagotchi, along with the non-existent Dinkie Puppy or the rarest Hana Hana Mi.

Few people know about the existence of hyper guaoppi, and even fewer people have seen it with their own eyes. The mythical model of guaoppi is periodically referred to in different ways.

personal Tamagotchi forums, but due to its exceptional rarity, many do not believe that it exists. And formally disbelievers, oddly enough, are right.

The Hyper Gyaoppi 3-in-1 does exist, but it has nothing to do with the classic Guaoppi Tamagotchi family.

It differs sharply from its brothers: vertical menu, approach to drawing characters on the screen, and the characters themselves too. Guaoppi 3-in-1 is the only guaoppi tamagotchi in which you can raise fish.

In addition, the packaging in which these tamagotchi were sold differs sharply from the standard guaoppi packaging. It does not have the usual animal illustrations - the packaging of the hyper guaoppi looks very primitive and unworked, although the inscription “HYPER GYAOPPI 3 IN 1” is made in the standard guaoppi font.

Nevertheless, the shape of the Tamagotchi itself, as well as the background pattern, fully correspond to the classical look of all guaoppi. The only difference that immediately catches the eye is the buttons: in hyper guaop-pi there are five buttons instead of the usual three, while the two extreme buttons are made in the form of arrows.

Summing up, it can be noted that in this Tamagotchi only the body and the name on the box survived from the Guaoppi family, otherwise it is a completely different Tamagotchi.

Accordingly, it can be assumed that Hyper Gyaoppi 3-in-1 is either an experimental version of the guaoppi, in which the company tried to find new solutions for its product, or an extraneous counterfeit that qualitatively imitates the appearance of the famous virtual pet. Moreover, the latest version is the most likely.

Why? You can read more about this in the chapter "Hitorikko Pets" - "Hitorikko 3-in-1".

Super Gyaoppi 9-in-1

Housing: oval case with three buttons and the inscription "GYAOPPI" in English or Chinese language. Housings are both transparent (green, red or blue) and opaque matte (silver, turquoise call or pink).

Animals: dog Cat, dinosaur, chicken, panda, frog, penguin, alien-tianin, duck.

Rarity:

• • • • • • • • • • •

General information

In 1998, the Guaoppi merged all their solo tamagotchi programs into one, added a few additional pets, revised the growth charts and released Super Gyaoppi 9-in-1.

Guaoppi 9-in-1 is undoubtedly one of the best Tamagotchi of the nineties. Everything is balanced in it: the quality of the animation
tion, animal diversity and non-linearity of development.

Its main feature is that, unlike most multiet, a large number of animals were added to the program without compromising the quality of their development: usually when combining several tamagotchi into one program,

Employees have simplified growth charts as much as possible while emphasizing animal diversity.

The super 9-in-1 guaoppi escaped this fate. Manufacturers have stated that two hundred different characters can be unlocked in 9-in-1 guaoppi, and although this seems an exaggeration, many tend to rather believe this statement, because guaoppi can surprise even after 15 years from the date of purchase. At least the first meeting with kotoryba or snails is always surprising.

Guaoppi 9-in-1 is perhaps the most popular virtual pet, rare enough for the auction price to exceed $ 200, but at the same time quite common in the nineties to be remembered and searched for by contemporaries. Guaoppi 9-in-1 is the Tamagotchi that every collector wants to see in his collection, regardless of personal preference.

Menu items

Super Guaoppy 9-in-1 has a total of nine menu items that are located at the top and bottom of the screen. Status icons, in contrast to the guaoppi with one character, are located on the sides.

Food

There are three types of food to choose from: main course, la-
community and water. The water looks the same for all pets, while the main course and treat change from pet to pet. For example, the main dish for

a panda is a bamboo, a frog is a beetle, and a cat is a fish. Nutritional animation is the same for all animals at an early age.

Game 1

In the first game, you need to dodge stones falling from above for 30 seconds. There is no automatic loss in the game when the first stone is touched: you can make two mistakes and still win. At the third stone hit, the Tamagotchi loses.

Treatment

It becomes available if at least one of the two status shard icons, denoting a disease, is lit. During treatment, a syringe appears on the full screen, after one injection one of the shards disappears. If two shards are ignored for a long time, several injections may be required during treatment.

Training

It is necessary to choose when the pet refuses to eat, to be treated, to clean up after itself, or simply calls the owner for no reason. During training, a teacher appears with a pointer.

Game 2

The player, using the buttons "A" and "B", needs to guess which card will come out: button "A" selects cards from two to seven, button "B" - from eight to king. An unnumbered card (with a spades suit) is considered the lowest card in the deck. The game gives five attempts, if the player guesses three (or more) cards out of five - he won.

The same game is present in the guaoppi dino version, but in the super guaoppi the game interface is slightly changed: now the card is on the left, and both hearts, small and large, are on the right.

Weather

In super guaoppi, as well as in all previously considered guaoppi, there is the famous weather mode.

In this version of the guaoppi, there are only two weather options - sun and rain. In the weather menu, you can choose a cap and an umbrella, respectively. After choosing, the pet is happy, and the unfavorable weather immediately disappears.

Cleaning

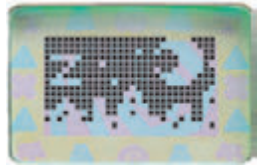
During the cleaning of a pile, a bulldozer appears, as well as the pile itself on the game screen. The cleaning is accompanied by a very long animation that cannot be missed. There are four status icons for heaps.

Libra

The scale menu shows how old the Tamagotchi is, how much it weighs, as well as the scales of satiety, mood, vigor and discipline.

Shine

In this menu, you can control the pet's sleep mode by turning the light on and off.



If you do not send the Tamagotchi to sleep on his own, he will fall asleep automatically at about nine o'clock in the evening and wake up at eight o'clock in the morning, or go to sleep with a zero vigor scale.

Additional features

Alarm clock

In order to set the alarm, you need to go into the clock mode.

owls. Button "A" toggles the display modes of the clock and the time at which the alarm is set. To edit the alarm time, you must simultaneously press the buttons "A" and "C". Button "C" turns on and off the alarm.

Mute sound

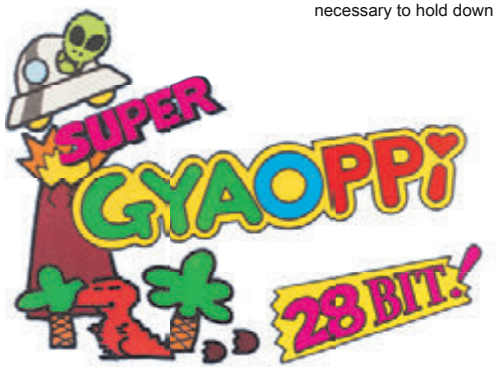
Simultaneous pressing of buttons "A" and "C" will
the sound of tamagotchi turns on. When the sound is off, the alarm continues to work as usual.

Pause mode

Super Guaoppi can be paused at any time: for this, you need to simultaneously press the buttons "A" and "B" and hold them for five seconds. At the same time, curtains appear, first closing and then opening the screen, and the development of the Tamagotchi is suspended.

Pause mode stops all functions except the clock. This means that pet mode will not crash after the game is restarted and there will be no need to reset the clock. For

In order to remove the Tamagotchi from the pause mode, it is also necessary to hold down the “A” and “B” buttons for five seconds.



Story Mode

Super Guaoppi implements some kind of photo album
ma - story mode. In order to enter this mode, it is necessary to press buttons “A”, “B” and “C” simultaneously and hold them for five seconds. The story will show all the pets raised in recent times, their age and all stages of evolution.

Super Mode

By simultaneously pressing the "A" and "C" buttons for five seconds, the guaoppi enters the super-mode, in which time accelerates 60 times. This feature was first documented in Super Gyaoppi 9-in-1.

Development features

As mentioned above, there are nine animals to choose from in Super Guaoppi. All animals have the same logic of development: the better the care of a pet, the longer it lives and the more stages of evolution it endures. Depending on the care you get, “healthy” and “sick” characters can be produced. For example, if you suddenly stop feeding an adult dog, it will become emaciated and exhausted.

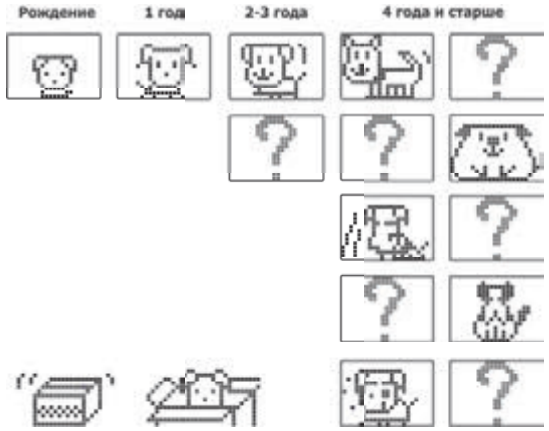
All status scales, diseases, prolonged hunger or inattention affect the development of a pet. Both games are also important: the healthiest character is most easily obtained by alternately playing both games, while completely filling the mood scale.

Any Super Guaoppi pet can grow up to 99 years old with perfect grooming. If at the same time the pet dies of its own death, and not from illness or hunger, it turns into an angel (with the exception of the frog, which has a crown). If for a pet

looked after not well enough, he will leave, leaving behind the inscription "BYE" on the screen. Most often, guaoppi pets die at the age of 20-25.

Growth charts for all pets are presented below.

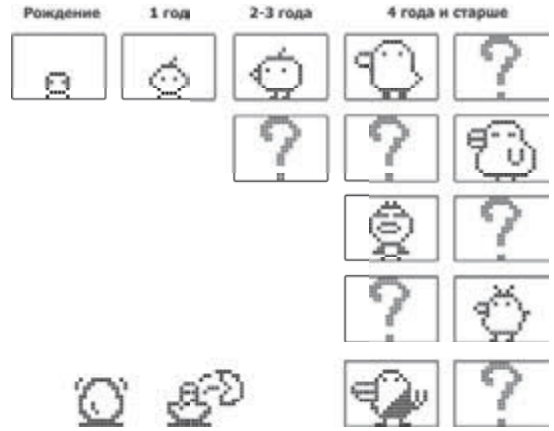
Dog



Cat

Dinosaur

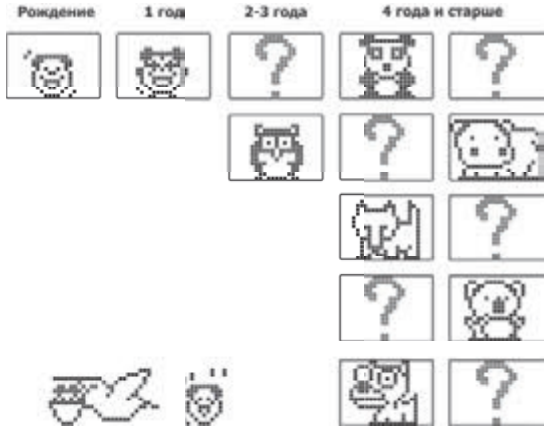
Chick



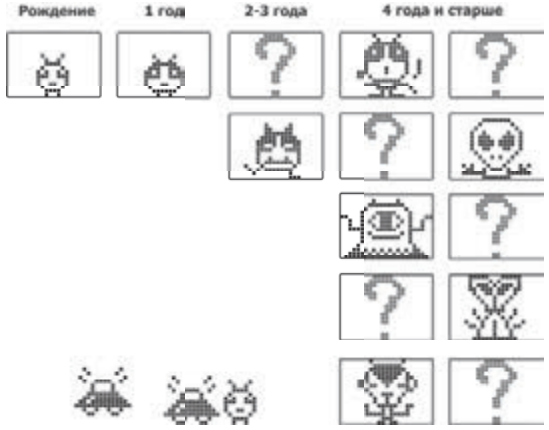
Frog

Penguin

Panda

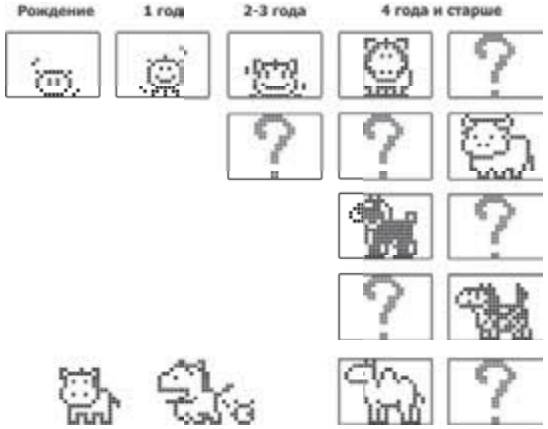


Alien



Duck

Horse



Analogs to Super Gyaoppi 9-in-1

Rarity:

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Despite the fact that the Super Gyaoppi 9-in-1 program was the most common among virtual pets in This Country, the original of this Chinese Tamagotchi was scornfully rare.

(yes, the original Chinese Tamagotchi is a very strange design, but it reflects very well the real essence of things).

Unlike the one-animal guaoppi counterparts, the 9-in-1 counterparts repeat the original one-to-one. Only the number of animals changes: there may be 8, 9 (as in the original super guaoppi) and even 10. The tenth animal is a horse, and it never occurs in the original guaoppi.

At the same time, despite the fact that a specific number of animals may be written on the body, for example “9 in 1”, there is no guarantee that this is true. Very often, analogs labeled as 9-in-1 actually contain all ten animals. Also you can't

understand what program is embedded in the Tamagotchi, and by the shape of its body: well-known analogs in the shape of a paw can contain absolutely any number of animals, despite the fact that the body is always written 9-in-1 or 10-in-1 ...

The spread of guaoppi in this country was facilitated mainly by the fact that in the nineties there was a company Bongo, independently producing localized analogues of guaoppi with

instructions in Russian. Where exactly these tamagotchis were produced - in Russia or abroad - is unknown, but it was a product aimed specifically at the Russian market.

The instructions were excellently translated into Russian, which, however, was not uncommon in those years. However, the instructions mention that among the pets in the Tamagotchi there is a duck, which was in the original super guaoppi, and a horse, which was never in the original.

Mentioning both looks somewhat exotic.

Many people often prefer analogs to the original super guaoppi. The fact is that in the original versions of the guaoppi, two LR44 batteries are used, while in the Tamagotchi they are installed in

format "++". Because of this, the batteries do not sit tightly in the case, and with inaccurate use of the Tamagotchi, it is very often spontaneously discharged.

This problem is usually fixed with a small strip of paper that

The ruyu must be laid between the batteries and the Tamagotchi cover - this will fix the batteries in the desired position.

It is also not uncommon for a completely new guaoppi to have poorly pressed buttons. This practically does not affect the game (although sometimes it can also provoke a program reset), but at the same time it causes some inconvenience when using.

Analogs are devoid of these problems. In addition, many analogs of super guaoppi have the quality of the case itself and its painting higher than that of the original, and it is subjectively more pleasant to hold it in your hands. The variety of casings allows you to choose the famous guaoppi to your taste practically without any damage to the program itself.

Some versions of the guaoppi analogs (for example, most of the analogs in the form of Garfield's head) have a software bug causing the program to be accidentally dropped.

One of the ways to activate this error is as follows: you need to wait for the Tamagotchi to call the owner because of illness, then select the training menu twice when it is not required, or three times if the training worked the first time. The first time the Tamagotchi will refuse training, the second time it will fold with the sound of a refusal. Instead of a pet, random lines of pixels appear on the screen, which slowly disappear over a few seconds. At the same time, all internal memory of the past raised animals is erased and the photo album is nullified.

Another feature of this error is that when the Tamagotchi is turned on after it, the same random lines from pixels appear on top of the usual animation and also disappear after some time.

The best analogue of the super guaoppi, devoid of the problem of dropping, is considered to be the Tamagotchi, produced under the name Octo-pets, despite the fact that there are always only 8 animals in the octo-pets program.

The second most popular is the analogue called Virtual Buddy III 10-in-1, produced in an egg-shaped body. Unlike octopets, all ten animals are present in its program.

A high-quality case, very nice and soft buttons, as well as detailed instructions and a beautiful packaging box make these tamos the favorites of many collectors.

Глава 2.

Nano pets

general information

In 1997, the American toy company Playmates released a series of virtual pets called Nano.

Tamagotchi nano very quickly conquered the American market and became one of the most famous analogs of Japanese Tamagotchi in the West. The Playmates company itself, telling its development story, claims that in 1997 Nano became the second most popular brand of virtual pets in the whole world, second only to Bandai, which is the author of the original concept of the Tamagotchi.

The first generation of Tamagotchi nano consisted of only three models: Nano Puppy, Nano Kitty and Nano Baby. All of them were released in the spring of 1997, in small semi-transparent color cases.

It is curious that the Nano Dino,
licensed by the company on the same day with the three original nano and released with them, it has never been mentioned either on the official Playmates website or on the tamagotchi boxes.

It is known from various sources that in 2006 Tamagotchi nano reappeared on store shelves, but in new buildings that differed from the original in the shape and size of the body. Tamagotchi released in this batch are called Nano Generation 2, that is, the second generation of Tamagotchi nano.

In the second generation, in addition to the three original programs, many new models were also released: Nano Double (the only nano 2-in-1 in which both a cat and a dog can be raised), Nano Bunny (rabbit), Nano Teddy (bear), Nano Pony (pony), Nano Dino

(dinosaur) and Nano Turtle (turtle).

The original programs have not undergone any changes. Nano 2-in-1 programmatically also copied the kitten and puppy of the original series, and even received some innovations:

- the ability to set a name for both the puppy and the kitten at the stage of birth;
- switching between pets is done using the leftmost Tamagotchi button.

The new models, however, were very different from the usual nano, but not for the better. All the new Tamagotchi nano were distinguished by simplified graphics and sound, the absence of background locations and a very schematic representation of the animals themselves.

Tamagotchi nano of the second generation never appeared in Russia - neither original, nor analogs. Original versions

nano of the first generation was also not found in Russia, however, a wide distribution of semi-

chili their counterparts.

In addition to those listed there-
gochi, Playmates have also released four special mini-series electron

toys, one way or another related to the world of tamagochi:

• **Talking Nano** - tamagotchi,
imitating the human
los. About his needs he is

literally speaks to its owner. The lineup consisted of three Tamagotchi: Talking Puppy, Talking Kitty, Talking Baby;

- **Nano fighters** - a virtual pet equipped with a port, with which you can connect two Tamagotchi to each other and fight in battles. Three models of the nano fighter were released: Supreme Sumo, Rough Rider and Alley Rumble;

- **Nano racers** - an original game like Tamagotchi, in which you need to take care of the car, improve its performance and participate in races. The toy was produced in a car-shaped case, in three colors - red, yellow and blue.

- **Nano family** - a set consisting of two tamagotchi at once, sold together. A whole family of cute dogs grows in this model, in which several generations of puppies can be raised. It is believed that the nano family is the most elaborate model of cooperative virtual pets ever produced.

Nano puppy

Housing: oval body in silver, green, orange

or purple with the words "naNo puppy" above the screen and four buttons below the screen.

Animals: dog.

Rarity:

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General information

Nano puppy is the most widespread and perhaps the most popular Tamagotchi program nano not only in Russia, but all over the world.

The original nano puppy was produced in both the first and second generation nano. In addition, the nano pappy was loved by pirates far more than any other program. These two factors influenced the popularity of the nano puppy.

A distinctive feature of almost all nano Tamagotchi is that the pet does not just appear on the screen and wander from corner to corner, like most Tamagotchi of the nineties. He moves in different locations: he sits near the fence, walks down the street, walks around the house. The animation of movement is also not the same: for example, the considered nano puppy can walk, sit on its hind legs, lie down, shake its head.

Such an unusual number of events in standby mode gave the impression that the nano was more alive than all the rest.

tamagotchi: it seemed that the dog was really walking in its small world, and not just schematically drawn on a black and white screen.

Menu items

There are seven active menu items in the Tamagotchi nano we are considering.

Food

The nano pappy has two dishes to choose from - porridge and drink. In this case, the drink is not optional and is just as required for the puppy as the main course. If the pet does not feed for a long time, it will call its owner and cry.

Shine

The light can be turned off at any time, even when the dog is awake. However, if the pet is awake, when the light is turned off, the screen turns completely black, and the puppy calls for help.

When the pet goes to bed (and this happens automatically at nine o'clock in the evening), when the lights are turned off, the famous booth appears in the light of the moon. This sprite can often be found in other versions of the virtual pets of the time.

Games

There are two games in Tamagotchi, both of which are available from this menu item.

Game 1: a classic game in which you have to guess which way your pet will turn. The dog turns in a random direction, which is impossible to predict. There are five rounds in the game.

The peculiarity of nano games is that even if the Tamagotchi does not win, the joy scale is still filled.

Game 2: you need to catch up with the ball on the treadmill in less than twenty seconds. There are no rounds in the game, and if the puppy manages to catch up with the ball in the allotted time, he wins. Such a game is found only in the Tamagotchi nano series.

Treatment

When a black skull appears in the right corner of the screen, the puppy must be cured as soon as possible. In this version of the Tamagotchi, treatment takes place with an injection. Moreover, depending on the severity of the disease, he may need more than one injection, but several.

Cleaning

The cleaning function works in two modes: toilet and bath. If there are piles on the screen, when you select a cleaning point, a toilet bowl appears and one of the piles disappears. If the screen is blank, the pet can either refuse this function or take a shower. Also, sometimes black “dirty” paws appear on the screen, in which case the pet should also take a shower.

Libra

On the first page of the scale, you can find out the age and weight of the pet, then the scales of discipline, food and mood are located. Each scale consists of three large hearts and one small one. A small heart appears when all large hearts are already full.

Discipline

Sometimes the puppy refuses to eat or clean up after itself, in such cases it is necessary to select the discipline menu and thus serve it. The pet can be scolded at any time, while the discipline scale grows, and the joy scale, accordingly, falls. If you scold him too often, the puppy will leave.

Development features

Unlike many Tamagotchi, it is very easy for the nano series to keep the mood bar full, as it only requires winning four times in a short game of chasing the ball.

Nano Pappy is very easy to educate. He often leaves piles and becomes ill if inattentive, however, he can hold out for a long time without leaving,

because even with an illness, a nano puppy does not leave immediately, and it can be cured in time.

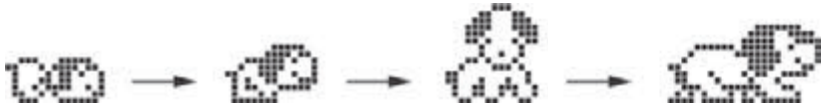
Nano pets don't die. With poor care, they simply leave the owner. A puppy, for example, leaves the screen with a bundle over its shoulders.

With good upbringing, the animation of the puppy leaving does not change, but the official Playmates website says the following:

“After successfully grooming your puppy for 28 days and giving him a happy childhood, the puppy is ready to leave you and become an adult. When he leaves, he leaves as a happy healthy nano puppy, ready to face the outside world on his own. "

After the 28 days you have been a successful Nano owner and have given your Nano a happy home and childhood and it is now ready to leave the nest and go on into adulthood. When it leaves it leaves a happy healthy Nano, who is ready to face the world on its own.

Despite the fact that the company specifies a specific number of days required for nano rearing, many nano puppy owners raised their pets to a more advanced age.



Nano kitty

Housing: oval body in silver, green, orange or violet with the inscription “naNo kitty” above the screen and four buttons under the screen.

Animals: cat.

Rarity:

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General information

On the Playmates website in 1997, there was a section entirely devoted to the Tamagotchi nano series. With this instructions for nano pappy and nano kitty in this section have been combined into one. The instruction was called: "Nano Kitty / Puppy Instructions".

This suggests that even the authors themselves emphasized that these models of Tamagotchi have identical functionality and differ from each other only in the appearance of the animal being raised. Nano Kitty completely repeats its more popular brother Nano Pappy, right down to the icon design. Minor differences apply to some animations and items:

- the drink on the food menu looks like a bottle of milk. After the kitten grows up, the bottle is replaced with a fish skeleton;
- in the second game, the kitten catches up not with the ball, but with the beetle. During evolution, the beetle is replaced by a mouse;
- the kitten walks in other locations: in the apartment, past the clock, past the lamp.

Nano baby

Housing: oval body, silvery, green, orange

vogo or purple with the inscription "naNo baby" above the screen and four buttons below the screen.

Animals: man.

Rarity:

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general information

Nano child (also often called nano human) was one of the three nano tamagotchi found in this country.

Despite the fact that the nano baby is made in the same style as the rest of the first generation nano, it has several differences from the nano puppy and nano kitten.

Turning on the Tamagotchi

In the nano man, for the first time in the tamagotchi of the nano series, the activation is accompanied by a splash screen in which the parents of the future baby are shown and an ambulance is shown taking the pregnant mother to the doctor.

After that, a doctor appears and stays on the screen for four minutes while the baby is born. After birth, we are greeted by another innovation: the ability to give a name to the born baby. From the picture next to the name, you can determine who was born - a boy or a girl. A nano girl can only be raised after

how the boy was raised by holding down the "right" and "left" buttons. The baby's name and gender are shown in the scale menu on the main screen.

Menu items

Despite the fact that nano baby looks different from nano puppy and kitten, the set of functions remains the same. The differences are visible only in the food menu - there is a choice of nipples and ice cream, as well as in the games menu.

There are still two games in Tamagotchi, but a game in which the swarm you need to guess in which direction the baby will turn, is replaced by the game "Rock, Scissors, Paper", in which there are usually five rounds.

Development features

One day in real life corresponds to a quarter of a year of a nano child, and the child changes appearance with each new year that turns.

A child is fully brought up within 12 days, after which, as stated in the instructions, he returns to his parents.

Nano dino

Housing: oval body in dark green color with the inscription “naNo dino” above the screen and four buttons below the screen.

Animals: dinosaur.

Rarity:

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general information

The Nano Dino trademark was registered on April 28, 1997, on the same day with three original Tamagotchi nano.

However, nano dino was not mentioned either in the press release dedicated to the release of the Tamagotchi nano series, or on the company's official website.

Nano dino, unlike nano puppy, kitten and human, was produced only in a dark green case. The rest of the first generation nano tamagotchi were also produced in green cases, but their color was much lighter and visually very different from the color of the nano dino case.

Otherwise, its differences from the nano series were minimal. All menu items, food, games and development logic did not differ in anything except the character himself.

The only innovation was the long intro, in which a dinosaur hatched from an egg against a background of mountains.

Tamagotchi Nano analogs

Rarity:

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The original versions of Tamagotchi nano have not been encountered in Russia. This can be explained by the fact that Playmates officially registered its products and sold them under a license, while in the nineties in Russia hardly anyone saw the benefit of selling licensed toys when their Chinese counterparts could be sold. not encumbered by copyright.

The most common analogue was the analogue of the nano puppy. He met in a huge number of corps; some of them vaguely resembled the original cases of the first generation of nano, while some were completely impromptu. For example, there were analogs in the form of paws, booths, bells, classic eggs. At the same time, the software component has rarely undergone any fundamental changes.

The most common difference between analogues and originals is the accelerated growth of pets. Otherwise, the analogs most often completely repeat the functionality and appearance of the pets of the original nano.

Pocket pets

Housing: translucent green or blue casing with the words “Pocket Puppy”, “Pocket Kitty” or “Pocket Duck” above the screen.

Animals: there are models with a puppy, with a kitten, a child and a duck.

Rarity:

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general information

A group of tamagotchi nano analogs called Pocket Pets stands apart. All tamagotchi in this series were sold in translucent copruses.

In them, a nano kitten, a puppy and a child look a little differently in all evolutions, but the software component of these tamagotchi is identical to the classic nano.

In addition to the analogue of the three nano tamagotchi, the Pocket Pets series also has a nano duck - a pet that has never been seen in the original nano tamagotchi branch. All menu items are identical to the first generation nano pets, the only difference is the location where the duck walks: among other things, it can be seen near a small boat or near a house with a roof.

Ta-ta Puppy & Kitty Te-te

Housing: transparent oval body of irregular shape in purple color with the inscription “Ta-ta Puppy & Kitty Te- te” above the screen.

Animals: dog Cat.

Rarity:

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general information
At the very beginning of the chapter on nano pets, I mentioned that the second generation nano tamagochi, the Nano Double, is the only original nano multiet in which you can raise both pets (both a cat and a dog) at the same time.

Ta-ta Puppy & Kitty Te-te is a unique analogue of the second generation Tamagotchi nano, Nano Double. However, its software is not identical to the nano: despite the fact that all functions, including switching between pets and the ability to give them names, the pets themselves look completely different.

In addition to the multiet Ta-ta Puppy & Kitty Te-te, there were also tamagochi with one pet, a separate ta-ta puppy or te-te kitten.

Unofficial multiet

Rarity:

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general information
Despite the fact that there was officially only one multipet from nano - Double Nano, third-party Chinese companies released their own multipet with nano pets.

The number of animals in the multipets varied from version to version: there were 5-in-1, 6-in-1, and even 36-in-1 multipets. In some, the animals did not grow, in some they fully developed. Food, games, logic of development and animation completely coincided with the original nano. In this case, the animation of birth was very often the same for all animals.

Among the pets you could find all the animals from the nano, Pocket Pets and Ta-ta Puppy & Kitty Te-te, as well as completely new pets, drawn especially for multiet.

Chinese multiet nano are very rare and valuable tamagotchi, practically not found outside the territory of Russia.

Глава 3.

Apollo Pets

Apollo history

Apollo's history is hazy.

The company itself described itself as follows:

“The history of the company begins in 1994, when Apollo World Wide Ltd. (HK) established a semiconductor procurement unit in Russia in Moscow. At this time, Apollo World Wide Ltd. has already mastered the production of electronic games and set-top boxes, clocks and alarm clocks. In 1997, Apollo World Wide Ltd. was one of the leaders in the production and sales of the famous game "Tamakochi". The loss of competitiveness of Russian semiconductor manufacturers since 2000 has led to a drop in the interest of Apollo World Wide Ltd. to the Russian market. In February 2003, Apollo Electronics was founded.

It would seem that if a company was located in Russia and most of its products were aimed specifically at the Russian market, then almost everything should be known about it, if not everything. However, this is far from being the case: practically no information has survived. It is only known that Apollo Tamagotchi were produced only in Russia, with the exception of Apollo 6-in-1. In 2000, the Apollo company created a website on the Internet *http://apollo.com.ru/* , now closed, dedicated to its products. In 2012, the company itself closed.

Many remembered the Tamagotchi Apollo, but no one knew anything about them, and even the word "Apollo" was out of use for a very long time. They were called “tamagotchi with a house”, “tamagotchi with a castle”, “tamagotchi, where the weather could be changed,” and, oddly enough, there are always those who will say: “Yes, I remember, I had this ! " True, because of the latter description, many confused Apollo with guaoppi, and at first it was believed that Apollo was just a truncated clone on a guaoppi chip similar to the tamakashi.

Judging by the fact that the Apollo company had an official Russian representative office, that the games were localized and sold in every stall, and that almost every child of the 90s remembers them -

Apollo Tamagotchi should be abundant everywhere. But they are nowhere to be found. In fact, Apollo Tamagotchi are considered the rarest Tamagotchi in the world. Almost not a single website, ours or foreign, contains a letter about these Tamagotchi; An exception is the already remote Apollo Electronics website, in which there is only one mention of the Tamagotchi in the company's history, incidentally, imperceptibly.

Apollo doesn't appear on any marketplaces. On such giants as ebay and taobao, Apollo Tamagotchi appear a little less often than ever (while, for example, the Soviet version of the Game & Watch prefix, known as “Just wait!”, Can almost always be found on ebay in the original Soviet boxes).

Sometimes, when trying to find at least some information about Apollo, one gets the impression that these Tamagotchi did not exist at all. Therefore, this chapter on Apollo products is my research from start to finish. By the way, out of tender love for the Apollo 3-in-1 who disappeared in childhood, I, by the way, started my collection of Tamagotchi. Because of her, I began to study the company and its history, and because of her, I am writing this book.

At the moment, it is known that Apollo released 7 versions of the Tamagotchi. Someone might think that all of them, like the considered guaoppies and nano-pets, are just one and the same program with a variable number of animals inside.

But this is Apollo!

And with Apollo everything was always much more interesting.

Apollo 3-in-1

Housing: egg white, green,
blue or pink. A house with a red roof is painted on the body; at the top - the inscription: "3 in 1".

Animals: chicken, dinosaur,
dog.

Rarity:

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General information

Apollo 3-in-1 is rightfully considered the most famous Tamagotchi of the Apollo company: in 1997-1998, in this country, it became the most popular among all other models.

In addition to the original 3-in-1, a large number of Chinese counterparts were produced in various housings, ranging from standard eggs to large Tamagotchi in the form of hares, pandas and Teletubbies.

Apollo 3-in-1 was produced in the famous egg-shaped box, on which a house was painted. Very often children in the nineties called this tamagotchi nothing more than a “tamagotchi with a house” (although I personally thought for a very long time that a mushroom with a red hat was painted on the body). Just like all Apollo Tamagotchi, with the exception of 6-v-

1, the Tamagotchi with a house came in four colors - white, blue, green and pink, with four orange buttons under the screen.

Turning on the Tamagotchi

The original 3-in-1 was in English and Japanese at the same time: when the Tamagotchi was launched, a choice of these two languages was offered. The choice affects only the inscriptions "age", "food", "mood" and "discipline" in the scale menu; this does not affect the game itself.

After choosing the language, the Tamagotchi offers to choose one of three animals:

A - chicken (born from a round egg);
B - dinosaur (born from a triangular egg); C - dog (born from the booth).

Menu items

The toy contains 10 or 11 menu items, depending on the Tamagotchi version.

Food

Choice of porridge, candy and water. Porridge replenishes food cells in tamogochi statuses, candy adds a kilogram of weight to an animal. Water, if you believe the instructions, affects life expectancy, in practice, nothing depends on it.

Libra

The scale menu contains all the information about the condition of the animal: age, weight, mood, satiety and discipline.

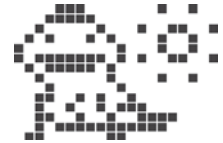
Game 1

The first game of the two is a card game. In it you need to guess which card will fall out of the deck: the first button selects a large

suit, the second button is small. The round consists of five attempts. If it succeeds three or more guesses, the Tamagotchi wins, and one cell is filled in the mood scale.

The medicine

Select if the animal is sick. The number of injections needed to cure depends on the severity of the disease and varies from one to eight.



Discipline

If the Tamagotchi refuses to eat or receive treatment for no reason, he should be scolded. When you select this menu item, a teacher appears with a pointer, after which the Tamagotchi stops being capricious, and a cell is filled in the discipline scale.

Restroom

Used for cleaning up a pet. Simultaneously on screen can be up to four piles, each of which will have to be removed separately.

Alarm clock

One of the rare functions of the Tamagotchi world is the alarm function. In Apollo 3-in-1, this item can be used to set the time when the Tamagotchi will wake up its owner every day. In this case, the sound of the alarm clock has no effect on the pet itself.

Game 2

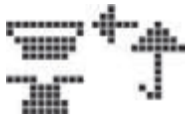
You need to guess in which direction the pet will turn.

This game is more profitable for the Tamagotchi owner: in the first game

the card always comes up randomly, while guessing the side is completely predictable.

Weather

When the weather changes in the Tamagotchi, this menu item should be used to put clothes on the pet (in case of snow), give him an umbrella (in case of rain) or bathe in a bath (in case of sun).



Shine

It is necessary to turn off the light when the pet goes to bed. The light can be turned off during the daytime: unlike most Tamagotchi, the screen does not go completely black, but the colors are simply inverted. The pet may well exist with the lights off, just like it can sleep with the lights on.

The next item - a question mark - is inactive, it signals that the Tamagotchi needs attention.

In some versions of Apollo 3-in-1, after the question mark, there is another active menu item, the eleventh one, which at first glance seems to be absolutely useless. But we will talk about this point separately and a little later (see the paragraph "Cyber Pals").

Additional features

In Apollo 3-in-1, you can pause time. To do this, open the clock and press the third button, the cancel button. After that, a booth and a flashing letter "H" appear on the screen, and time stops. To return to normal mode, you need to repeat the above steps.

Development features

At first it may seem that each 3-in-1 Apollo animal has only three stages of development: very often the Tamagotchi grows in the second year

life and no longer changes. However, this is not true: with good care, 3-in-1 pets have much more developmental stages, and everything depends only on the owner of the Tamagotchi.

Before Apollo became famous on the Internet, it was believed that 3-in-1 worked on a guaoppi chip due to the similarity of many functions: just like in guaoppi, Apollo has a similar card game, there is a rare weather function and the ability to pause the game. Some have suggested that the 3-in-1 Apollo was something like a tamakashi - a stripped-down analogue of guaoppi; some thought that 3-in-1 was an early, trial version of guaoppi pets.

Of course, we are unlikely to know the 100% truth, but the statement that the guaoppi chip was used in Apollo cannot be considered true: these two types of Tamagotchi have completely different developmental logic and different characters. Most likely, the authors of the Apollo Tamagotchi were simply inspired by the ideas of the Guaoppi team and took over some functions.

The 3-in-1 functionality is much simpler than all other Apollo Tamagotchi. The events are poorly worked out in it (the tamagotchi calls the owner strictly at the beginning of the hour), the intellectuality of development and play.

Apollo 2-in-1

Housing: the egg is white, green, blue or pink. A house with a red roof is painted on the body; at the top - the inscription: "2 in 1".

Animals: chicken and dinosaur; dinosaur and dog.

Rarity:

• • • • • • • • • • •

General information

Apart from the complete Apollo 3-in-1, Apollo produced stripped-down versions that had two pets instead of three: a dinosar and a dog, or a chicken and a dinosaur. This model was called the Apollo 2-in-1.

This version of Apollo 2-in-1 should not be confused with another Apollo Tamagotchi, which also marked as "2 in 1". The second version of Apollo 2-in-1 belongs to the branch of the original Apollo and has a completely different set of features. You can read more about it in the paragraphs "Apollo 8-in-1" and "Apollo 2-in-1/99-in-1".

When you turn on the Apollo 2-in-1, instead of choosing from three animals, indicated by the letters "A", "B" and "C", you are given a choice of two pets.

The growth charts, the logic of character development and the functionality of Apollo 2-in-1 are exactly the same as Apollo 3-in-1.

Apollo 3-in-1 analogs

Rarity:

• • • • • • • • • • •

Outside of Russia, Apollo programs were very rare, and Apollo 3-in-1 was no exception. At the moment, two of the most common analogues are known: Babybel, released by the company of the same name in 1997, and Cyber Pals, which I will discuss in a separate paragraph.

Babybel is a world famous cheese brand originally from France. Their most famous product is Mini Babybel cheese, which is famous for its packaging: small curd cheeses are sold in a mesh bag, with each curd individually wrapped in a red wax casing.

In the nineties, under the Mini Babybel brand, an analogue of the Apollo 3-in-1 was released as part of a promotional campaign: a bright red egg, outwardly reminiscent of the very popular cheese curds. On the Mini Babybel cheese packs one could find special coupons that could be exchanged for tamagochi. Thus, at the peak of Tamagotchi's popularity, Babybel simply attracted attention with its new-fashioned toy.

The shape of the case, as well as the signatures on the buttons completely coincide with the originals of the Apollo, therefore, it is very often mistaken for the original.

On the other hand, it is possible that Babybel simply ordered a batch of Tamagotchi from Apollo WWG for subsequent distribution, and if this is true, the analog from Babybel can be considered the original.

Babybel's Tamagotchi are of collectible value also from the point of view that they are even rarer than the Apollo originals, while being made with the highest quality

and are identical to the original 3-in-1 versions.

In Russia, there were no analogues from Babybel, but analogues of Leveret Electronic Pet were widespread,

which have not been seen in any countries except Russia. All of them were produced in non-standard animal-shaped cases - in the form of a panda, a hare and a mouse, reminiscent of Mickey Mouse.

Many programs could be found in such cases, from Mini Pets 8-in-1 to MGA pets. However, the presence of Apollo animals could always be identified by the body. If under the screen there was a characteristic inscription: “3 in 1”, then the Tamagotchi with one hundred percent probability had a program from Apollo.

In addition to Leveret animals, there were often counterparts in the form of classic eggs, on the bodies of which were painted chickens. Many of them were assembled not in China, like most Tamagotchi and virtual pets, but in Taiwan.

Usually, analogs of the Apollo 3-in-1 with chickens on the body have a matte finish and only three buttons (there is no button to scroll back through the menu). In chicks with a glossy finish

The cover most often hides the analogs of the chicken guaoppi or its truncated version, the tamakashi.

Cyber pals

Housing: custom body in the form of a drop in pink, orange, black or purple.

Animals: dinosaur, dog.

Rarity:

• • • • • • • • • •

general information

Tamagotchi Cyber Pals was released by Blue-Box in 1997 and is similar to Apollo 2-in-1 (a stripped-down version of Apollo 3-in-1). At first glance, this Tamagotchi is no different from the original Apollo. But this is only at first glance.

In fact, Cyber Pals is of the greatest interest among all 3-in-1 analogs and reveals one of the secrets of the famous tamagotchi with a house. In a sense, it is even more interesting and important than the 3-in-1 Apollo itself.

As mentioned above, there are two versions of the Apollo 3-in-1 program, their difference lies in an additional, eleventh menu item located behind the question mark. In both versions, this item is on the screen - it is visible when the Tamagotchi is turned on. However, in the first version of 3-in-1 it is impossible to select it: the menu cursor simply moves back to the first position, ignoring the space behind the question mark. In the second version, the cursor can reach this point, and the menu item itself is active. The eleventh point cannot be opened only in cases when the Tamagotchi is sleeping, died or requires attention.

????

When this item is activated, a heart, a hieroglyph and an arrow appear, allowing you to choose between them. With any choice, the countdown begins: first - from five to zero, then - from ten to zero. When the countdown ends, the Tamagotchi returns to the main screen, and there is absolutely no effect from actions with the last item.

Outwardly, both versions of Apollo 3-in-1 look exactly the same: it is impossible to predict from the body whether there is a mysterious eleventh point in the program or not. But if it does exist, several additional metrics appear in the scales menu: Tamagotchi gender, the number of points scored, victories and children.

Since no one could understand what to do with this eleventh point, children in the nineties invented many legends associated with it. Most often, they all boiled down to the fact that if at a certain moment this countdown was turned on, then in the end the Tamagotchi would have a child.

Of course, all these legends were just as implausible as the story about what if in the game "Wait a minute!" score 999 points, a hare with a bouquet of flowers will run out onto the screen. But the paradox is that the Apollo 3-in-1 legends turned out to be true in the end.

The Cyber Pals Tamagotchi program is analogous to the second version of Apollo 3-in-1. It has an additional eleventh clause, which works exactly the same as in the Apollo originals.

There was a difference, but it was not in the Tamagotchi program - the difference was in the case itself and in the Cyber Pals board. Cyber Pals on

There is an additional port on the rear panel, and a wire for connecting two Tamagotchi was supplied with the instructions for the Tamagotchi. When

connecting two Tamagotchi to each other, it is necessary to select the eleventh menu item.

Two tamagotchi can play with each other (a hieroglyph that is actually a weapon) or go on dates (heart). Different animals can only play with each other. Only the same and necessarily heterosexual animals can go on dates. Also, if pets are less than three years old, they can only play with each other.

Before connecting tamagotchi to each other, you need to feed the pets and play with them in order to increase the number of points displayed in the scale menu. Points are used when playing together, so it is most profitable to bring the number of points to the maximum.

A game

When choosing a game, the roles of the Tamagotchi are randomly assigned: one of them will become the attacker, and the second will defend (he will turn left and right). The essence of the game is that the attacker chooses from which side to attack the opponent, who, in turn, will try to dodge or put up a shield. The battle continues until one of the pets drops to 5. If the number of points drops to 1, the losing pet's age will reset to zero, and it will look like a newborn. The instruction specifies that the pet does not die.

Date

During the date, each of the pets plays a simplified version of the game with guessing the sides, in which 3 rounds instead of five. If both pets win, a heart will appear on the screen, which means that a child has been born. A maximum of 2 children can be born per day, in total a pet can have 26 children.

The Cyber Pals Tamagotchi was not sold in Russia, which means that no one in the nineties saw this additional functionality of the Tamagotchi familiar to everyone.

The original Apollo 3-in-1 on the case did not have any additional ports, so all that this menu item was capable of was to turn on the expectation of an impossible connection with another Tamagotchi and return to the main screen. Due to the uselessness of this menu item, it would be logical to completely exclude access to it, which the authors of Apollo did in one of the versions of the Tamagotchi.

Despite the fact that the Apollo Tamagotchi are considered the most original originals, at least one of their programs, namely the 3-in-1 Apollo program, was stolen from a third-party company.

Apollo 8-in-1

Housing: egg white, green, blue or pink. A house with a red roof is painted on the body; at the top - the inscription: "8 in 1".

Animals: chicken, co-
tank, cat, dinosaur, monkey, pelican, alien

tianin, penguin.

Rarity:

• • • • • • • • • • •

general information

"Once a famous magician and fakir came to your city. Many people came to watch his performance. And he wanted to show them something special and wonderful. IN

his luggage had a big magic hat. The magician took it out, whispered a spell and, lo and behold, magic eggs fell out of it. Each of them contained 8 animals: Mimi the cat, Bibi the chicken, Soso the dinosaur, Bingo puppy, Jin the alien, Pearl the penguin, Harvey the bird and Pipi the monkey.

This is how Apollo's 8-in-1 manual begins under the heading "The Story of the Magic Egg."

This Apollo model came in the same building as the 3-in-1, with the same red-roofed house. The only thing that outwardly distinguished 8-in-1 from 3-in-1 is the corresponding inscription on the roof of the house. Could have

it seems like 8-in-1 is just an extended version of 3-in-1, which has 5 additional animals. However, this is fundamentally wrong.

Apollo 8-in-1 refers to another branch of the Apollo Tamagotchi, which is considered to be the "original" branch of Apollo. The thing is, Apollo 8-in-1, prince and princess, super pet and boxer are all made in the same style. All of them have almost the same set of functions, animations and sounds, only each of them has its own small deviations, corresponding to the Tamagotchi theme.

On the whole, this is one logical series, and since most of the Apollo is made in this particular style, this branch is considered real.

Turning on the Tamagotchi

As in all Apollos of the original branch, when you turn on the Apollo 8-in-1, a full-fledged welcome screen appears: a house against the starry sky, two chicks bringing

caption: "Super Pet", and animation from some games. After the screen saver, you can choose one of eight animals. The pet is born in 30 seconds.

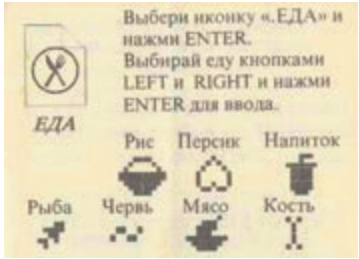
Menu items

Libra

In the scale menu, you can find out the age of the pet and its weight, as well as view

one third of the scale of satiety, mood and discipline. Also, the scales menu displays the number of points gained during the game.

The instruction does not explain why glasses are needed in tamogochi and what influences them, limiting themselves only to the statement: “The greater their value, the better”.



Food

There are only two types of food to choose from - the main course and the drink, but the main course varies depending on the animal chosen. Total Tamagotchi

- six main courses: rice, peach, fish, worm, bone and meat. One dish fills one satiety slot.

Games

The original Apollo branch has a lot of focus on games.

Almost each of them has four different games, all of them are collected in one menu item.

The first game - basketball. The pet tries to throw the ball into the basket, and you must press the confirmation button at all times. If the pet is close enough to the basket, the ball will hit the target. To win, you need to score at least three balls out of five.

Second game - catching hearts. You need to collect 10 hearts in 30 seconds, while dodging stones. The peculiarity of this game is that if a pet falls under a stone, he will immediately get sick. In general, the slow movement of the animal across the screen makes this game rather inconvenient, so the probability of losing is very high.

Third game - battle with the dragon. The animal is armed with a sword and a shield and tries to defeat the dragon. When you press the confirm button, the pet makes a blow, and if the sword touches the dragon's head, the pet wins. To win the game, you need to hit the dragon at least three times out of five.

Fourth game - guessing numbers. The game chooses numbers at random, the player only has to randomly press the "left" or "right" buttons, hoping to win. After winning each game, one mood cell is filled.

Treatment

Treatment must be selected if the animal becomes ill. The number of injections needed to cure depends on the severity of the disease and varies from one to eight.

Training

Actively when the Tamagotchi does not obey the owner, for example, refuses to play or eat. As in all Apollos, a strict teacher with a pointer appears during training.

Cleaning

Removes one pile at a time. In the cleaning animation - a scoop and a broom.

Weather

The original Tamagotchi Apollo branch has a weather function. The pet needs to wear a cap if the sun comes out, or give him an umbrella if it starts

rain. However, the weather does not change immediately: for some time the pet will walk around the screen in a cap or with an umbrella.

Bath

After each game, an animation appears in which a black kolobok with handles stands in the bathtub and waves his hand.

mi. This means that the pet needs to be bathed. A separate menu item has been made for this function.

If the pet is not bathed immediately, it will periodically remind you about it with animation. If you ignore this request for a long time, the pet will get sick.

Shine

Tamagotchi goes to bed at 10 p.m.
ra and wakes up at 7 am. At this time, you must turn off the light, otherwise the pet will call for help. You won't be able to turn off the light during the day.

Stopping time

Apollo 8-in-1 can be paused at any time. To do this, you must simultaneously press the buttons "left" and "right". At the same time, the development of the Tamagotchi stops, and an analogue clock appears on the screen.

Unlike Super Gyaoppi 9-in-1, Apollo 8-in-
1, as in other Apollos of the original branch, time itself does not stop, but continues to go forward. This means that pet mode will not crash after the game is restarted and there will be no need to reset the clock.

Photo album

You can exit the photo album mode by pressing the “MODE” button three times, then press the “ENTER” button. The photo album contains four pictures: a simple photo of a pet, a photo with a drink, with a syringe, and a photo of a pet in a cap.

Setting pet name

In order to name the Tamagotchi, you need to press the button three times

"Mode", then - the left button and the confirmation button. This will open the name setting mode in which letters are selected using the direction buttons. The maximum name length is 16 characters.

Development features

It is often said that all animals can be raised in 8-in-1 at the same time, but in reality this is not the case.

The player is given the opportunity to change characters during the game: to do this, press the "mode" button and select any animal from the list. After that, the background changes and the animal changes, but in fact it is the same pet, which began to look different: all statuses in the scales menu remain unchanged.

This approach makes it possible to see all forms of animals at all (two) stages of development, however, it completely makes no sense to raise each of the animals separately, as it happens in other Tamagotchi. Due to this seemingly advantageous function, the Tamagotchi “becomes cheaper” and becomes boring almost immediately.

The situation is further complicated by the fact that animals change only once, and their future appearance is shown at the moment of choosing a pet at the very beginning of the game.

In other words, the Apollo 8-in-1 is, in fact, a toy for a couple of days, which, despite some innovations, is inferior to even a simple Apollo 3-in-1.

Apollo 2-in-1/99-in-1

Rarity:

• • • • • • • • • • •

general information

There is a variety
Apollo 8-in-1, which is labeled “99 in 1” or “2 in 1”. Both versions contain the same extended apollo 8-in-

1, to which another pet is added - a human.

In this case, “2-in-1” is usually interpreted as “animals + humans”. Apollo 99-in-1 repeats the trick of many multiplayer cartridges on the Dandy: 9 pets are repeated in the animal selection menu in an endless loop.

Differences with the 8-in-1 program are quite few, but they are. So, in the animation of the splash screen, instead of the inscription "Super Pet", the inscription "99 in 1" appears, while the word "in" turns into three dancing
little man. Replaced all the animation of joy and grief: for all the pets, a man-football player rejoices. The appearance of the clock menu has also been changed: here the clock is located against the background of the mountain and the sun.

The main difference from Apollo 8-in-1 is that 2-in-1 has changed one of the games. In this version there is no game with guessing the numbers, in its place is the game "Phone", which is shown in the opening sequence.

Apollo 8-in-1 analogs

Rarity:

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general information

Like all Apollo software, the 8-in-1 software was rarely published by third-party firms. One of the most famous analogs is the Soccer Family 99-in-1 Tamagotchi, which copies the functionality of the Apollo 2-in-1/99-in-1, but it is still not possible to establish whether this is the original or really a replica.

The fact is that Soccer Family repeats the fate of the CyberPals analogue discussed above: it also has a special port for connecting two Tamagotchi. When the Tamagotchi were connected, they played football: one of the characters kicked the ball, the other caught it at the goal.

In the same case, an exclusive and very rare Apollo boxer was produced, which also used a port to connect two tamagochi.

That is why most collectors tend to classify the Soccer Family as the original, as well as the Apollo boxer. The line of so-called “square apollos” is very poorly studied due to their rarity.

Apollo prince and princess

Housing: the egg is white, green, blue or pink. There is a lock on the body.

Animals: prince / princess.

Rarity:

• • • • • • • • • •

general information

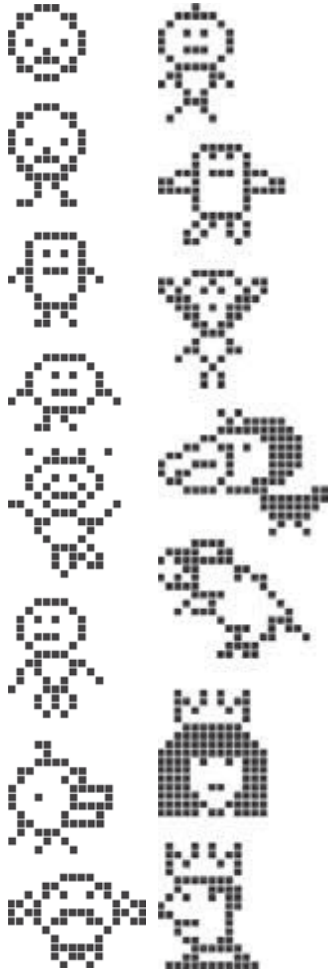
Just like the Apollo 8-in-1 Instruction, the Prince and Princess Instruction tells the back story of the Tamagotchi:

"Many years ago a king and queen lived in one beautiful castle. They had two children: a prince and a princess. Everything was fine, but one day it appeared

in these parts a stranger is an evil sorcerer. And he wanted to wipe the castle off the face of the earth and kill the entire royal family. At midnight in the square he shouted terrible spells, and thunder and storm began. A terrible wind destroyed the castle and carried the king away from

role-playing, and evil curses turned the prince and princess into a magic egg. And they would never have returned to their barking, if not for the kind Fairy, who found and preserved this egg. Congratulations! You are now the owner of the Magic Egg. "

Apollo's prince and princess and super pet II versions can be characterized as follows: finally, interesting Tamagotchi from Apollo have appeared!



Although they inherited the entire Apollo 8-in-1 interface, they completely redesigned the approach to pet development. Now evolution did not have to wait several days to find out later that it was the only one.

The prince and princess and super pet II change much more often, and the first evolution occurs after the Tamagotchi is one year old. In addition, nonlinearity of development was added: now tamagotchi could develop not in one, but in several types, depending on care, food and other parameters.

Turning on the Tamagotchi

The splash screen, as well as in 8-in-1, features a house against the background of the starry sky and chickens carrying the inscription: “Super Pet”. However, instead of eight animals, characters are shown

can be grown with different care. In total, fifteen characters are shown in the splash screen.

Menu items

The Prince and Princess almost completely repeats the functionality of the previously reviewed 8-in-1, with the exception of the food menu.

Unlike 8-in-1, there are five courses available in Prince and Princess. This was done in order for the character to develop in different ways.

depending on what food

it is most often fed by the owner. In this version, the pet can be fed with rice, fruit, hamburger, ice cream or water.

Additional features
All the additional features described for the Apollo 8-in-1 are valid for both the prince and the princess and the Apollo super pet.

Development features
The main emphasis in the prince and princess is precisely on the development of the characters.

The main task of the game is to raise a person, a prince or a princess. A pet can evolve into a human only with very good and attentive care. Otherwise, the Tamagotchi turns into a monster, and the owner of the Tamagotchi is considered to have lost.

Regardless, there is a palpable interest in raising all the possible characters of a prince and princess. This emphasis on development makes the Tamagotchi similar to the original Bandai Tamagotchi, where the player's main task was to get the healthiest character in adulthood.

According to the instructions, it takes about 28 days to educate a prince, while one year of tamagotchi is equal to 24 hours. The instructions also mention that the most important period in the development of tamagotchi occurs between 6 and 10 years of age.

Apollo Prince and Princess was and remains the favorite of many people. Since no analogues of this version of Apollo have yet been found, the prince and princess is one of the rarest and most popular Tamagotchi both in Russia and around the world.

Apollo super pet ii

Housing: the egg is white, green, blue or pink. A chicken is painted on the body, next to it

- inscription: "Super Pet II".

Animals: supercoochie.

Rarity:
• • • • • • • • • •

General information
Everything that Apollo produced was a purely original product. Unfortunately, we do not know in what order the Apollo Tamagotchi were released and we are unlikely to be able to restore this information.

The average statistical company, producing your Tamagotchi in those years, created a series in which the Tamagotchi differed only in the animals inside, all other parameters - the logic of development, the set of available functions and even the musical accompaniment - remained unchanged.

Apollo, as we have already seen of this, was different. The functionality changed from version to version, changing and progressing. It seemed that the Apollo staff were learning from their mistakes and in each subsequent version are trying to change the gameplay for the better. From this point of view, the pinnacle of their development is, without a doubt, the Apollo Super Pet II.

Super Pet II belongs to the original Apollo tree and closely resembles a prince and princess. However, it fixes the last flaw.

Apollo Tamagotchi: Super Pet II - the record holder for the number of characters.

Unlike other egg-shaped apollos, the pattern on the body of the super pet could be different. Above the screen of the super pet, a chicken is necessarily drawn (this is why many believed and still believe that it is a single chicken that is brought up in a super pet).

The inscription can be made both in English: “Super Pet”, and in Chinese:
宝贝旦 ... Moreover, the inscription in the splash screen also changes and usually corresponds to the lettering on the case. The authors call the pet itself in the instructions only as "supercochi".

Menu items

The Super Pet II game menu has four games to choose from: basketball, catching hearts, guessing the numbers and a new game for the original Apollo branch, Guess the Side, in which the pet turns its head in a random direction, and if the side matches the side that chosen by the player, the pet wins. The original instructions call this game "The Blind Rooster".

Development features

Just like the prince and princess, Apollo Super Pet II focuses on character development. If the main task of virtual pets of the nineties was the longest possible upbringing of a puppy or a cat, then in a super pet the main task is to see as many characters as possible hidden in the bowels of the program.

The instructions for the super pet describe 18 evolutions, and each of them
- not just a set of pixels, but a detailed character with a name and his own mini-story

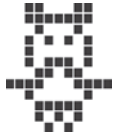
(original spelling preserved):

Baby just hatched from an egg and screams a lot. He really needs Your care and concern!

Baby fidgety and restless. Your attitude towards him in the future will have important knowledge reading.

Chatterbox grasps everything is literally on fly. He is perhaps little genius!

Ball - large sports lover. Most of all he loves basketball. Play with him more often!



May needs to your care and attention. She is small kaya girl.

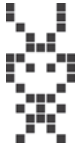
Freckel easy to is out of balance. In this case, give him ice cream, he calm down again!

Guti nice and good boy with excellent manners.

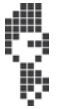
Autonomy often will out of school. He loves adventure and freedom.

Lanti very bo- sloppy, he is not feels joy from homework niy. Needs attention!

Lazy person act- very lazy. Most of all he likes to sleep a lot and there is.

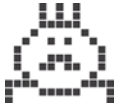


Dancer more all- he loves to dance and at the same time is is excellent singer.



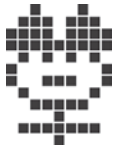
Baby smart and educated girls ka, so she gets bored sometimes at school.

Kung fu engaged in
eastern units
no combats. Neither
one day is not in vain.



Melancholic as he grows **Bobo**

loves to remember
tell your past.



Big guy already
quite an adult.
Thanks to the good
he is very friendly and smart
when leaving.

Punk has too
hot temperature
cop. He likes
skirmishes. Many of him
afraid.

Sweety always with
dressed with taste. She
does everything perfectly
which brings her pleasure.

Unbelievable but
Stella for 90 years. However,
she herself
youth, happiness.

The variability of the pet's development is achieved through different care scenarios, different nutrition and several games. The history of all evolutions is preserved in the photo album.

Unlike all other Apollo Tamagotchi, Super Pet II can leave offspring. Superkochi, upon reaching old age, turns into an egg only in case of perfect care. If during the upbringing of the superkochi he often starved or died from poor care, he will not leave behind any offspring.

Additional features

Apollo Super Pet II is the only one of all Apollos who has the ability to accelerate pet growth. In order to turn on the accelerated mode, you must hold down the "left", "right" buttons and the reset button. When rebooting, the screen will display: "06", which means that the accelerated mode has turned on. In this mode, the pet grows up for a year in 6 hours.

Apollo super pet

It is curious that the second version of the super pet program, Apollo Super Pet II, received the greatest distribution. First version - Apollo Super Pet

- also existed, but was much less common. In the first version, the figure above the screen lacks the number “II”, and this is the only visual difference between these versions.

The first and second versions of the Apollo Super Pet have the same growth chart and the same development logic. Their main difference is that in the first version, for some unknown reason, the melody “Happy Birthday to You” is played not when the pet is one year old, but every 15 minutes. This circumstance very quickly forces the owners to turn off the sound of the Tamagotchi forever.

But with the sound, everything was also not very simple: in the first version of the super pet, the sound is muted not as clearly as in the entire branch of the original Apollo. In order to turn off the sound in it, you need to simultaneously press the select and cancel buttons on the game screen (in Apollo Super Pet II, the sound is turned off after clock mode).

In addition to differences in sound, the programs have several other insignificant differences, for example, different animation of death (in the first version a grave appears, in the second - the inscription: "BYE-BYE").

In addition to the regular version of the super pet, the collector's version (Deluxe Edition) was on sale. In this version, a transparent protective case was attached to the Tamagotchi itself, as well as an extra elongated ball chain.

Apollo Super Pet analogs

Rarity:

• • • • • • • • • • •

An analogue of super pet II is sometimes found on ebay. It is made in the form of a flying saucer, white or red.

that one is called Hello Gotchi. The same company also produced an analogue of the first super feather: its body is made in the shape of a bell. The Tamagotchi comes with an English-language instruction, which contains a similar description of all the characters. The instructions also mention the Apollo company, although there is no Apollo logo on the packaging.

Also known is the Pocket Sweetie, a three-button analogue containing the program of the first Apollo super pet.

Apollo fighter

Housing: rectangular case
blue or orange.

Animals: boxer.

Rarity:

• • • • • • • • • • •

General information
The Apollo Boxer is perhaps the least studied Apollo of the entire Tamagotchi line of this company.

The fact is that if the Apollo company was generally remembered, although they did not know the name, then the overwhelming majority of people learned about the existence of the Apollo boxer only in 2013, when almost the only working Tamagotchi was found.

Visually, the boxer differs sharply from all known models. The classic appearance of the Apollo Tamagotchi meant an egg-shaped body, a green lawn with trees in the background of the screen, four buttons and a corporate logo on the lid. The Apollo boxer, in turn, has a rectangular body, five buttons to the right of the screen, its own background, on which the ring is drawn, and finally a built-in port, with which you can connect two Tamagotchi.

Unlike Cyber Pals analogs, in which the cord came with the tamagotchi, and only the port was located on the body, in the boxer the cord is soldered to the tamagotchi itself and folds into a special compartment in the back of the body on the right side, which means that the tamagotchi ready to connect with a colleague automatically, at any time.

Despite the fact that there is no company logo on the body, the boxer is most often recognized as the original Tamagotchi from Apollo for several reasons.

Although the program looks original, it undoubtedly belongs to the original Apollo line: soundtrack, character stylistics, general logic of leaving, development and similar functionality confirm this.

It can be assumed that this program is simply stylized as Apollo programs by some third-party company, but when it is launched for the first time among all existing versions of Tamagotchi, it says that it belongs to the Apollo company: during the splash screen, the company logo appears, crocodile Mario, and the inscription "Apollo".

Control

As mentioned above, the Apollo Boxer has five control buttons on the front of the body:

- **mode** - cancels the current action, exits the clock menu;
- **punch** - used during training or connecting two Tamagotchi, makes a blow;
- **defense** - used during training or connecting two Tamagotchi, puts a block. Also serves as a left button in the context of a menu;
- **enter** - confirmation button;
- **right arrow** moves menu icons to the right.

Reset button located in the standard - behind the Tamagotchi.

Menu items

Libra

The scales menu is very similar to the corresponding menu of all the Apollos of the original branch. The difference is that the scale

the boxer lacks discipline, but instead of it, two new scales have been added - speed and strength. The gender of the boxer is also shown at the beginning of the menu.

Food

The food menu consists of five sub-items. The boxer can be fed with porridge (this is the main course), cookies, candy, an apple, or you can give him water.

Workouts

In this version, the statuses "speed" and "strength" are filled with the help of trainings - mini-games with a boxing theme.

First workout - attack. In it, it is necessary to beat the punching bag as often as possible within the allotted time, that is, in fact, the game consists in pressing the punch button as quickly as possible. Trains the strength of the boxer.

Second workout - blocks. It is necessary put the upper or lower blocks, depending on where the fist hits. If the block and direction of the strike match, one point is awarded. The fist hits randomly, that is, the player needs to predict exactly where the blow will be.

In both workouts, records are recorded and demonstrated before the start of each workout.

Connect

The item turns out to be working when two Apollo boxes are connected. When connected, boxers may compete with each other in battles.

If you open an item without connecting a second Tamagotchi, the screen saver will simply be shown.

a monstration of the connection of two Tamagotchi, after which the boxer will wave his hand to the opponent and leave.

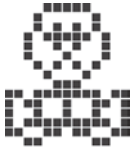
A game

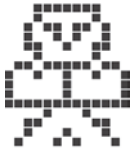
In addition to training, this version also includes a game that fills the mood scale. In the game, you need to jump over the pegs running towards them. If you manage to jump over all the pegs, the Tamagotchi wins, but if at least one peg comes under your feet, the Tamagotchi cries.

After each training session and each game, as in all other versions of the original branch, an animation appears, meaning that the pet needs to be bathed.

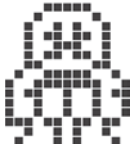
Sparring

This menu item is not available immediately, but opens when the Tamagotchi reaches a certain age. In it the boxer participates in sparring - a training fight in the ring. Each game is divided into several rounds (charming young ladies take out the round number plates). Before the start of the battle, you must choose your opponent from the three available - Talson, Dorgllas and Holli fi eld, after the choice begins the first round.





During the battle, using the buttons "punch" and "defense" you can inflict upper and lower blows to the enemy and put blocks. At the end of each round, the current score is shown. The fight can be interrupted at any round. If the boxer wins at the end of the fight, he rejoices and shows the “victory” sign with his fingers. If the boxer loses, he falls ill (a skull appears).



Treatment

Unlike most virtual pets, treatment here does not take place with the help of pills and injections.

During the treatment, the boxer sits in the corner of the ring and a wet towel is placed on his head. If the boxer is not sick, then at the treatment center he is simply given a massage.

Shower

The shower menu differs from the shower in Apollo 8-in-1 only in the icon and some animation details.

Additional features

All the additional features described for the Apollo 8-in-1 are also valid for the Apollo boxer.

Development features

To date, only two Apollo boxers have been found, one of them is fully functional and one is half-working: over time, its screen stopped showing a good half of the pixels. That is why information on the Apollo boxer is extremely scarce, and every new detail of the gameplay is worth its weight in gold.

Now only two forms of development of the Apollo boxer are known: a teenager walking a dog, and a grandfather with a stick.

The Apollo boxer is unpretentious in education and does not require much attention.

A rather unconventional theme, of course, distinguishes this Tamagotchi among the mass of virtual pets of the nineties: Apollo experimentally released a kind of “boyish” Tamagotchi, in which there is no cute children's animation and quivering care. The harsh sports theme immediately draws attention to itself.

Apollo 6-in-1

Housing: translucent body
of blue color. On the body there is a sketchy
house with a red roof; at the top is

the inscription "6 in 1".

Animals: dog, cat, dinosaur, bear, rabbit, fish.

Rarity:

• • • • • • • • • • •

General information
Among the entire line of Tamagotchi from the
Apollo firm, 6-in-1 is,
perhaps the most non-standard version, combining many innovative solutions for virtual pets of the time.

Unlike all other Apollos, the 6-in-1 came in a non-standard translucent blue case, which looked more like a drop than an egg.

If it is not difficult to establish the similarity of 8-in-1 and the prince and the princess, and all the children understood that these are just different models
One series of Tamagotchi, the Apollo 6-in-1 was far from immediately identifiable as Apollo itself.

The transparent case was conspicuous in the first place, since for that time it was rather a rarity (only later they began to produce many monotonous Chinese multipets a la 64-in-1 in transparent plastic cases).

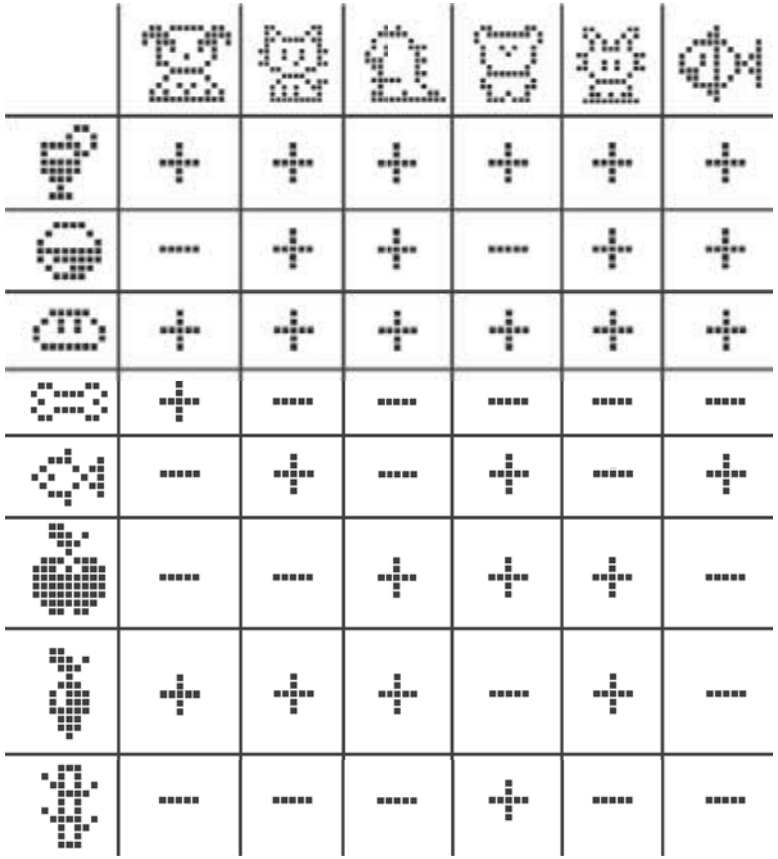
Turning on the Tamagotchi
In this version of Apollo, pets are not born at launch. Instead, the Tamagotchi implements the idea of a kind of pet store: when the Tamagotchi is launched, after the time is set, a window appears on which a puppy with a kitten and a smiling salesman are standing, pointing in their direction.

The main functional feature of the Apollo 6-in-1 is the ability to raise two animals simultaneously, each of which, unlike the 8-in-1, develops completely independently. However, in this case, you can limit yourself to one pet: for this, when starting the tamagotchi after the first pet is selected, you must select the item "exit" - "exit" from the store.

Menu items
In Tamagotchi - only 7 menu items, but do not be fooled by the external simplicity of the program: almost each of these items contains several sub-items that deepen the possibilities of gameplay.

Food
The food menu offers a choice of 8 different dishes. However, not every dish will benefit the pet: every animal has a favorite and unloved food, and if, for example, you force a dinosaur to eat porridge, he will get sick, and if you feed him a couple more plates, he will die altogether. The optimal dishes for each animal are selected exclusively by trial and error. The summary table is presented on the next page.

Cleaning
In the cleaning menu, in addition to the toilet, there is one more sub-item - a bath. The pet needs to be bathed when a black paw appears on the screen in the upper right corner. The correct temperature must be chosen for the bath water, or the pet may die.



The right temperature is influenced by the pictogram drawn next to it: a sun, a flower, a leaf and a snowman.

Each of the pictograms means a season, and it is necessary to set the temperature opposite to this season: for example, if the sun is drawn, the animal must be bathed in the coldest water, 20 ° C.

An attempt to bathe a pet in the hottest water possible in the summer immediately leads to
the final outcome, therefore, the following correspondence of optimal temperatures and seasons is set:

- summer - 20 ° C;
- autumn - 25-30 ° C;
- winter - 35 ° C;
- spring - 25-30 ° C.

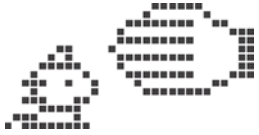
Games

There is only one game in Apollo 6-in-1, but there is still a pet walk and strokes in the game menu.

The pet will not walk if the satiety scale is not filled, because each walk gradually reduces satiety, but increases the level of strength. You can pet your pet at any time. If you stroke it twice, two mood bars will fill.

The game is about catching the hearts that appear to the left and right of the animal in time. If the player does not make mistakes 10 times in a row, then he wins.

Hearts appear very quickly, due to this, the game becomes even interesting, unlike the endless monotonous card games, in which practically nothing depends on the player.



Shine

The light must be turned off when the pet goes to bed. Sometimes the Tamagotchi can fall asleep during the day, in which case the light must also be turned off. If you turn off the lights while the Tamagotchi is awake, the screen will go completely black.

Treatment

In case of illness (a cross appears in the upper right corner), the pet is injected.

The treatment is practically no different from other Tamagotchi, but one cannot fail to mention the amazing animation of the ambulance and the dropper that stands next to the animal when it is injected.

Libra

In the scale menu, you can see all the statuses of the pet: satiety, joy, strength, age and weight. In one day, the pet grows by one year.

Pet change

When pressed, the second pet immediately opens, and all menu options change. If the second pet died, a large inscription appears instead: “BYE BYE”.

Additional features

In Apollo 6-in-1 it is possible to set the name of the Tamagotchi. To do this, you need to press the cancel button once - it will appear
screen with "HELLO" inscription and three pulsating hearts.

On this screen, you need to hold down the confirmation button and hold it until the hearts disappear and the cursor appears. Letters are selected with

buttons "left" and "right". Maximum number of letters
in the name - six.

Development features

In addition to all other innovations, non-linear development of the animal takes place in the Apollo 6-in-1.
Yes, the prince and princess, like the super pet II, also developed nonlinearly, but in 6-in-1 it is the animals that develop, not abstract creatures.

It is also worth noting that this version contains the most elaborate animation and visual representation of animals among

the entire Tamagotchi Apollo line.

It is known that the original
6-in-1, unlike all other Apollos, were produced not only in Russia, but also in Poland.

However, despite this, at the moment 6-in-1 is considered the rarest Apollo in the whole world and is valued more than all other versions (with the exception of the Apollo boxer due to his obscurity).

Apollo 6-in-1 analogs

Rarity:

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There are no complete analogues of Apollo 6-in-1, so the only way to play it is to find the original Tamagotchi from Apollo.

However, the Poch no Jinsei Tamagotchi was made based on 6-in-1
2, in which it was possible to raise two puppies at the same time. It has simplified animation and soundtrack.

Also, due to the fact that only puppies were left in the Tamagotchi, the food menu was significantly reduced, in which only a bone, a bottle of water and a treat were left, and the games were also changed: in the new game you have to guess which way the puppy will turn.

In Russia, such analogs were also found, but most often they were sold under the name BoBo Puppies.

Rumor has it that there is a Poch no Jinsei Tamagotchi whose program mimics the Apollo prince and princess, but no one has ever seen such a model live.

Apollo Dino

Housing: egg white, green, blue or pink. A din-

saur hatching from
eggs.

Animals: dinosaur.

Rarity:

• • • • • • • • • • •

General information
Apollo Dino is another distinctive Tamagotchi that does not belong to the main line of Apollo.

Dino is the most widely used Apollo program in the world. There are many analogs in completely different cases, and finding an analogue of Apollo dino now is about as easy as finding an analogue of a 9-in-1 guaop-pi: they do not come across on every corner, but at the same time, if you spend minutes 20 in search, you can almost certainly find the desired dinosaur.

Control
The buttons on the original Apollo Dino case are not labeled in any way, so you can guess the purpose of each only by pressing them with the Tamagotchi turned on. The buttons are arranged as follows (from left to right):

- **back** - scrolls the menu in the opposite direction;
- **canceling** - cancels the selected action. If not open neither

one menu item, goes into clock mode;

- **the confirmation** - selects the current menu item;
- **forward** - scrolls through the menu.

Turning on the Tamagotchi

When the Tamagotchi is turned on, a mini-tab appears with the inscription “Cute Rex” flashing.

The dinosaur hatches almost immediately from a large egg that barely fits into the screen. Then you can set the time and name the dinosaur.

In order to set the time, you need to go to the watch menu using the "cancel" button and hold down the "confirm" button. After a few seconds, the numbers will start flashing, allowing you to set the hours and minutes. After setting the time, the Tamagotchi suggests giving him a name. Time and letters are selected using the forward and back buttons. The dinosaur's name is shown every time you exit clock mode. If the name is not set, then the screen remains blank for a second.

Menu items

Apollo Dino has the poorest functionality among the entire Apollo line. It has 7 menu items, but, unlike Apollo 6-in-1, they practically do not contain sub-items. Moreover, each menu item is almost identical to the nano pets menu.

Food

There are two types of food to choose from: apple (main course) and ice cream (delicacy). The dinosaur must be fed not only with the main course, but also with ice cream: although the delicacy is an optional dish, the dinosaur will cry the same way as during hunger, if not given it for a long time.

Shine

If you don't turn off the lights when the Tamagotchi goes to bed, the dinosaur may leave. The light can be turned off at any time, but at the same time, if you turn off the light when the Tamagotchi is awake, the screen will turn completely black, and the Tamagotchi will call for help. When you turn off the light, an animation of a closing door appears, when you turn it on, it opens.

A game

Apollo dino has just one game. In it you need to catch up with the running mouse in 20 seconds. With each launch, the mouse can run left or right.

The medicine

When the pet gets sick, a small black skull appears on the screen. If the pet is not treated in time, the dinosaur may leave.

During the treatment, an ambulance appears, which drives up to the hospital, and a syringe (while the injection is not shown directly to the dinosaur).

Bath

This menu item has two functions at the same time: the bath function and the cleaning function. If black footprints appear on the screen, this means that the dinosaur is dirty and needs to be washed. If there are uncleaned piles, these piles are first cleaned, and only then can the dinosaur be washed.

Libra

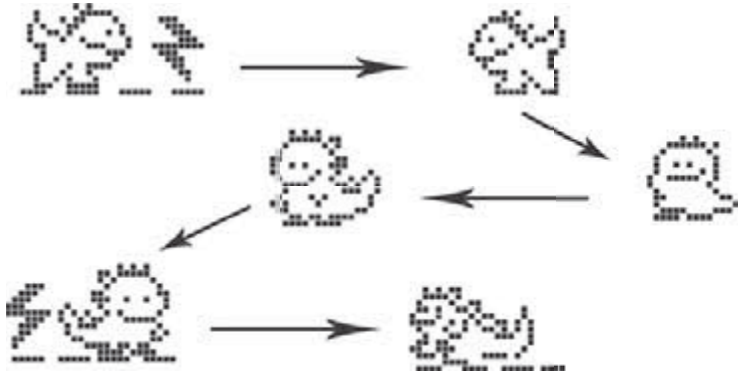
The scale menu contains all information about the pet: its age, weight (in pounds), health, mood, appetite and discipline in numerical terms. The maximum level of each point can be 99 points. The final points are also displayed in the scale menu.

Discipline

The item is always active: here the dinosaur gets hit on the bottom, which increases the level of discipline and worsens the mood. If you bring up your pet too often without playing with it, it will leave.

Development features

Character development is linear and known in advance. At the same time, if you take care of the Tamagotchi poorly, the dinosaur does not die, but collects things and leaves. Lives up to 21 years with good care.



Apollo Dino is very similar to the Tamagotchi Nano series. In it, the pet also walks across the screen and visits different locations - for example, a house, a street, a forest. The functionalities are also similar: food, games, status level system and most of the animation.

Apollo Dino analogs

As mentioned earlier, Apollos stood out very much against the background of all other electronic pets of the nineties, but at the same time, paradoxically, they were a purely local product. All over the world, if they know about Apollo, it is only as a "Tamagotchi from Russia". It is known that Apollo tamagotchi were practically not found anywhere except in our country (an exception to this rule was the 6-in-1 Apollo, produced in Poland).

The original Apollo branch was unique in its own way: such programs were really almost nowhere to be found. However, this rule does not apply to versions of Apollo that are not included in this branch: Apollo 3-in-1, Apollo Dino and Apollo 6-in-1.

Apollo 3-in-1 has been covered in detail in previous chapters. The fact remains: in addition to the Apollo 3-in-1, in which there were inactive functions, the purpose of which remained a mystery for a long time, there were Tamagotchi with the same program, but released by a third-party company, in which the functionality was fully implemented.

Apollo 6-in-1, on the other hand, demonstrates a more complete and thoughtful program for BoBo puppies. In the latter, the functionality was cut out, and little things remained, clearly indicating that a broader program was originally developed: for example, in the store, on the welcome screen, just like in 6-in-1, both a cat and a dog are visible. In a 6-in-1 context, this is more than understandable: when choosing an animal, the cat just follows the dog. In BoBo puppies, the authors simply left the same store, while removing the original animation.

But, from the point of view of third-party analogs, the most curious of all, perhaps, is Apollo Dino, at least because his program is reaching a new, advanced level of theft.

The fact is that unlike all other Apollo programs, the Apollo Dino program was sold around the world in countless numbers of Chinese corps of various calibers. However, the Akachan II Tamagotchi is considered the original of this program. In This Country, they are still confused and call the Apollo dino analogue of the Akachan, and the Akachan - the analog of the Apollo dinosaur.

Only two Tamagotchi called "Akachan" are known, and they, like the Tamagotchi from "Apollo", were completely different and programmatically did not resemble each other, although both were positioned as "Tamagotchi with a dinosaur."

The first akachan had a relatively boring program and an unmutable, but very loud sound. It is because of this that few people had the patience to grow it to the last stage (you can read more about it in the chapter “Odd pets”, in the paragraph “Petogotchi Pets”). At the same time, Akachan II was a breakthrough: pleasant animation, high-quality portrayal of characters, refined musical accompaniment instantly made him a favorite among Akachan Tamagotchi.

The only catch was that this program almost completely repeated the programs from the Tamagotchi nano. Moreover, they themselves

nano was a tamagotchi with a dinosaur, but another dinosaur is being raised in it.

Nano Dino

Apollo Dino

Akachan II (aka apollo dino) had identical icons, sound, functions, development logic, animation and many others

parameters. Akachan looks as if a new character was put into the program of any Tamagotchi from nano, and everything else was left practically unchanged.

Moreover, the Apollo Dino program was also released by MGA (for more details, see the chapter “MGA Pets”, in the paragraph “MGA T-Rex Dino”).

In total - four potential authors of the program. It is believed that Akachan was taken for
the basis of the nano program and a new character was added, while Apollo, in turn, borrowed this program from Akachan. It is generally not customary to remember the MGA in the context of these Tamagotchi. It is a pity that we will never know the real author of this program, and all that remains is to speculate.

In the end, no matter who steals from anyone, in the dry end in the nineties there was a great Apollo company in This Country, which made a huge number of children of the nineties fall in love with itself and its products and left in English, leaving after many secrets and questions to which it is so interesting to seek answers.

And it just doesn't work not to be grateful to her. At least for me.

Глава 4.

Dinkie Pets

general information

Tamagotchi series Dinkie in prevalence occupy an honorable third place in the world ranking of virtual pets, behind guaoppi and nano.

The first and most famous version of Dinkie Dino, Dinkie Dino, was released by Watercore in
May 1997. Its body was made in the shape of the head of a dinka dinosaur, the company's mascot. The company later released 7 more Tamagotchi models, including two multipets, a school simulator and a dating simulator.

Dinki pets can be easily distinguished from all other Tamagotchi by their recognizable case design: they all have a non-standard and distinctive shape and similar illustrations. The dinki cases themselves are made of very high quality plastic.

Dinky pets are distinguished by very pleasant portrayal of characters and non-linear development, depending on nutrition. Dinks have balanced game mechanics: they are undemanding and relatively easy to care for, but at the same time they cannot be left unattended for a long time.

All Tamagotchi in the Dinki range are highly regarded for their quality and indescribable charm. At the same time, most of the dinky pets are collectible rarities: they are almost impossible to find these days.

Due to the rarity of these models, there is a widespread misconception that there are only three dinky pets: dinkie dino (Dinkie Dino), dinky penguin (Yuki Pengin) and dinky alien (Tako Seijin). But in fact, in addition to these tamagotchi, the dinki family also includes a dinky person (RikouRikou Chan), a dinky flower (Hana Hama Mi), a dating simulator (Rikou no Koibito) and two multietas - 4-in-1 and 8- in 1. Each of them is described in detail in this chapter.

Dinkie dino

Housing: yellow, blue, white or red with “RakuRaku Dinokun” (or “Dinkie Dino” in the American version) above the screen.

Animals: dinosaur.

Rarity:

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General information

Among all the tamagotchi dinki, it was the dinki dino that became the most popular and recognizable tamagotchi of the series, as well as one of the most popular virtual pets in the nineties in general.

Dinky Dino was published in Japanese and American localization. In the Japanese version, this tamagotchi is called Rakuraku Dinokun, but the whole world remembered it under the American name Dinkie Dino. The software content of both versions is the same, only the inscription above the screen, which corresponds to the name, differs, as well as the shape of the box in which the Tamagotchi was sold.

Nowadays, dinky dino can be easily purchased at online auctions, but despite this, it is considered a valuable Tamagotchi among collectors. Dinky programs have never been republished by pirates, so the only way to get a dinky dino in your collection is to buy an original Tamagotchi.

However, while the dinky dino program was unique, the dinky body, shaped like the company's mascot dinosaur head,

copied countless times for completely different tamagochi fakes. This issue will be considered in more detail in the next section.

Turning on the Tamagotchi

There are two versions of dinky dino, in which the only difference is the animation when the tamagotchi is turned on. In the first version, the process of the birth of a dinosaur looks like an explosion of pixels on the screen, in the second, the dino hatches from an egg.

There is an opinion according to which one of the versions is not the original dinky dino (originality is most often attributed to the version with an explosion), but no facts either for or against this assumption have yet been found.

Menu items

Water

Drinks in tamagotchi dinki are always listed in a separate menu item. In addition, water has its own scale in the scale menu. If the dinosaur does not want to drink (the entire water scale in the scale menu is full), he will refuse water.

Food

The development of the character directly depends on what the owner feeds him, so the menu in the dinky dino is very extensive. To choose

eight dishes are given: hamburger, chicken, apple, carrot, noodles, ice cream. A special feature of the dinky food menu is that each dish has a different effect on satiety: for example, a hamburger and noodles fill a slot in the food scale by half, and a chicken - a whole slot.

Ice cream does not affect satiety in any way, but it does affect the weight of the dinosaur. In addition, if the dinosaur is fed ice cream too often, it will get sick.

Shine

Turn on / off light. The light must be turned off in the evening when the dinosaur goes to sleep, while the light turns on automatically in the morning. If you try to turn off the light when the Tamagotchi is awake, after a second the screen will turn completely black.

Discipline

If in the majority of virtual pets the owner punishes his tamagotchi, if he misbehaves, then in the dinky dino it is necessary to stroke the dino if he gets angry, thereby calming him down. After that, instead of being offended as after a whipping, the dinosaur begins to smile.

Libra

The Dinky scale menu illustrates all the current information about the pet using the classic status bars and icons. The balance contains the following information:

- pet's mood - a mood indicator - made in the form of a face. There are six levels of mood in total - from very sad dino to happy;

- educational level - measured using a Western grading system. Has the following grades: E-, D +, C +, B +, A +; the age and weight of the pet;
-
- temperature in the Tamagotchi;
- thirst scale;
- satiety scale.

A game

In dinky dino, as in almost all other dinki pets, there is only one game - “rock - scissors - paper”.

Since it is impossible to predict by any logical conclusions which piece the opponent will choose, it is very difficult to play in this game: everything relies on chance. At the same time, the pet's mood improves even if it loses, that is, there is no technical need to win.

Training

Dinki training is not a form of punishment. When you select this menu item, the dinosaur reads a book, while his level of education grows - score from E- to A +. The higher the Tamagotchi score, the less often he gets angry.

Shower

Dinky pets do not leave piles on the screen, so there is no concept of a "toilet" in them. Instead, the pet sometimes becomes

dirty: its sprite on the screen becomes completely black. In such cases, it must be bathed, otherwise the dinosaur will get sick.

Air conditioning

In this menu item, you can adjust the temperature of the Tamagotchi by turning the air conditioner on and off. The optimum temperature for a dinosaur is 25 ° C.

If the temperature drops below 25 degrees, the pet freezes and begins to shiver, if higher, it gets angry from the heat.

Treatment

If you keep the temperature low for a long time, do not feed the pet or give it ice cream too often, the dinosaur will get sick, while all the statuses are satiety, thirst and mood

- are reset. The disease must be treated without fail, otherwise the pet may die.

Development features

Dinky dino, along with the guaoppi series, is considered one of the most intelligent Tamagotchi. However, the development of any pet's dinky does not depend on leaving, as in most Tamagotchi with nonlinear character development, but on the food that the owner feeds his pupil.

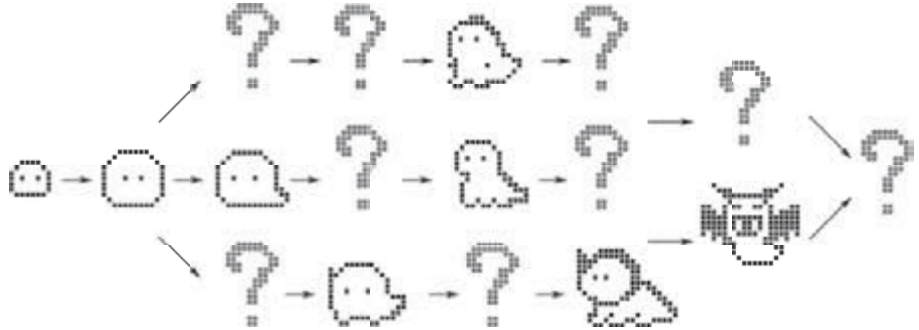
Dinky dino has three branches of development:

1.if you feed a dinosaur only meat (hamburger, chicken), it will evolve into a tyrannosaur;

2. if you feed your pet only vegetables (apple, carrot), it will evolve into a brontosaurus;

3. If you feed your pet only noodles, it will evolve into a Triceratops.

Ice cream is a delicacy and does not affect development; the pet will never give up ice cream, even if it is full.



Additional features

The tamagotchi dinki does not have any additional features as such: it does not have an alarm clock, photo album or other add-ons. However, such a simple and necessary operation as turning off the sound is very often difficult for the owners of these Tamagotchi. Many are sure that it is simply impossible to turn off the sound in the dinky.

This circumstance often complicates the care of tamagochi. For example, in order for a pet not to die, it is imperative to play with it the only game: “Rock - scissors - paper”, but during the game the tamagotchi squeaks a lot and very loudly. Because of this, many simply refuse long-term care for Dinka pets.

But you can still turn off the sound. To do this, you just need to simultaneously hold down the buttons "left" and "right" and hold for three seconds. A short beep after this indicates that the sound has been successfully turned off.

Dinkie Dino fakes

Nowadays, it is very difficult to trace the chain of authors of certain Tamagotchi. Information is often lacking so much that the originality of the Tamagotchi is established by the majority principle. For example, the program of Akachan II (Apollo Dino) was most often found in buildings with the inscription “Akachan”, therefore the authors of the program are considered the very company that published Akachan, and Akachan II itself is considered the most original Tamagotchi.

This approach, of course, is extremely imprecise, but, unfortunately, it is the only one available at the moment.

As mentioned above, so far not a single analogue of the dinka dino has been found. All tamagotchi with the dinki program have the same bodies, while the opposite is also true: if the body of the tamagotchi looks like the body of the original dinki to every detail, then we can safely say that this body contains the dinki dino program.

However, if the dinky dino itself was never published by third-party companies, then there were more than enough fakes for it. It is often difficult even for seasoned collectors to determine by their appearance whether the Tamagotchi is an original dinki dino or an analogue with a completely random program inside.

Most often, all possible hitorikko pets are counterfeited under dinky dino, since in them menu items are also located on

on the sides of the screen, respectively, the shape of the body and the screen of the dinky dino is very well suited for such programs.

Sometimes the difference in the bodies of the fake and the original is immediately noticeable, sometimes it takes a long time to compare the controversial Tamagotchi with the original Dinki.

There are several distinctive features common to all original tamagotchi dinki.

The original dinky dino came in the following colors: white case with red buttons and blue signature above them, yellow case with red buttons and black signature, blue case with yellow buttons and white signature and red case with yellow buttons and white signature. When trying to determine the authenticity of a dinky dino, it is necessary to take into account the colors of all elements, since any deviation immediately means that this is a fake.

On the background of the original screen, the eyes of a dinosaur are drawn in the center, and on the sides there are darkened stripes with traces of paws.

The case itself should be made of glossy opaque plastic, and the buttons should be made of rubber.

There must be an inscription above the screen: "Dinkie Dino" or "RakuRaku Dinokun".

All sorts of variations of the inscription, such as "Dinky Dino", "Dinkie Dinoa", "Dinkie Chickie" immediately indicate that this is a fake.

A ma-
lazy dinosaur dinky. There must also be three buttons labeled under the screen: "esc", "enter" and "clock". The side buttons on the original dyno are not signed. Any other signatures are not allowed.

It is very often mentioned that the distinctive feature of the original dinky is the massive key fob holder, which rotates around its axis, which is used instead of the classic ball chain. This statement cannot be considered true, since the ball chain was also used in some editions of the dinky dino.

Separately, I would like to draw your attention to the Tamagotchi with the inscription "Dinkie Puppy". No matter how ideally the case was made, no matter how perfect its box and instructions were, this is a fake. Dinky the puppy does not exist and never existed - although the debate on this topic is still ongoing.

Yuki pengin

Housing: black, blue, red or red or light blue with the words "Yuki Pengin" (or "Dinkie Penguin" in the American version) above the screen.

Animals: penguin.

Rarity:

• • • • • • • • • • •

general information
Yuki Pengin (in the American localization of Dinkie Penguin) is a classic dinky line of pets. Its body is made in the shape of a penguin, and the screen is irregular due to the distortion of the upper part. Just like in dinky dino, there are five buttons on the body, of which only three are signed.

"Yuki" in Japanese means "snowy". This is played up in the pet birth animation: it shows a penguin with snow falling on a dark background.

The name of the Japanese and American versions of the word penguin is spelled differently: "Pengin" and "Penguin", respectively.

Menu items
Yuki Penguin has the same functionality as Dinky Dino. Their differences lie only in visual presentation: for example, in the game "Rock - paper scissors" the appearance of the pet's foot is changed so that it looks more like a penguin's paw.

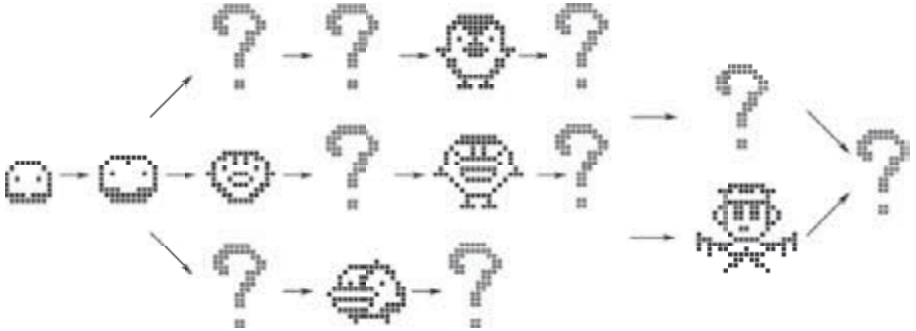
Development features
The development of a penguin also depends on what it eats.

1. If you feed a penguin only with meat (fish, pizza), it evolves into an emperor penguin (a penguin with a triangle on its head);

2. if you feed your pet only with vegetables (apple, watermelon), it will evolve into a chinstrap penguin (penguin with a dark muzzle);

3. if you feed your pet only noodles, it will evolve into a crested penguin (into a short penguin with a large beak).

Ice cream is a delicacy and does not affect development.



Tako seijin

Housing: black, blue, red or white with the words "Tako Seijin" (or "Space Creature" in the American version) above the screen.

Animals: alien.

Rarity:
• • • • • • • • • • •

general information
Tako Seijin is another representative of the dinky pet line.

Its body has an individual design and is made in the form of an alien on three tentacles.

Japanese name Tako Seijin - た こ せ い じ ん - translated as "alien octopus". The official website claims that this alien came from Mars.

Tako seijin has the same functionality as dinky dino.

Development features
An alien's development also depends on what he eats.

In addition to the usual dishes, this version contains very exotic dishes: a light bulb and a battery. If the dinosaur and the penguin eat meat, the alien can eat electricity.

1. if you feed an alien only with electricity (light bulb, battery), he will evolve into an alien, similar to the Alien from the movie of the same name;

2. if you feed your pet with fish and apples, it will evolve into a large alien on two legs;

3. if you feed your pet only noodles, it evolves into a thin alien with almond-shaped eyes.

Ice cream is a delicacy and does not affect development.

Dinkie Pet 4-in-1

Housing: yellow, blue, white or red with “4 Dinkie Pet in 1” written above the screen.

Animals: dinosaur, penguin, alien, dog.

Rarity:

• • • • • • • • • • •

General information

There are only two tamago-chi-multieta from dinka - dinky 4-in-1 and 8-in-1 dinky.

These models were very rare in the nineties, and to this day and only a few of the working multiet dinka reached it. Because of this, their existence remained in question for a long time.

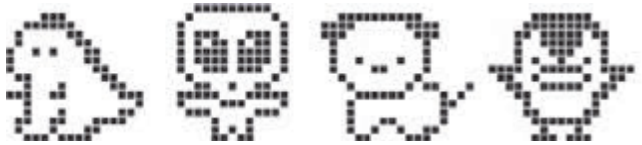
The mystery was dispelled in 2013, when several copies of the legendary multiet were put up at auctions on the Chinese site Taobao. Despite this, dinky multipeta are still considered extremely rare. Their minimum cost on online auctions is usually $ 200, while the maximum depends only on the greed of the seller.

The 4-in-1 dinky body has the same shape and color combinations as the dinky

dino. The only difference is the inscription “4 Dinkie Pet in 1” above the screen.

Turning on the Tamagotchi

When turning on the dinky 4-in-1, you must select one of the four pets. In this version of the Tamagotchi, you can raise a dinosaur, penguin, alien, and also a dog.



The dog is a unique 4-in-1 and 8-in-1 dinky character as there is no single dog dinky model. Sometimes you can meet a tamagotchi called Dinkie Puppy, which is reminiscent of the classic dinki tamagotchi in the design of the body, but when turned on, they all turn out to be completely third-party virtual pets. Most often, a Hitorikko Dog is disguised as a dinki dog (this tamagotchi is described in the chapter "Hitorikko Pets" in the paragraph of the same name).

Menu items

The 4-in-1 dinky feature set is the same as the single animal dinky models. However, since the dinky multi-pets were released after the single dinks, there are some positive changes in them: for example, a completely new soundtrack has been created, which is much more diverse than the old version. The appearance of menu items was changed, and some animations were redrawn.

In addition, this model has two new menu items that expand the gameplay as a whole.

Alarm clock

When you select this menu item, you can turn the alarm on or off. The alarm clock is set in the same way as the clock when the Tamagotchi is turned on. The alarm will ring for one minutes and can be interrupted by pressing any button. This menu item is located at the bottom of the left row.

Pet change

You can switch the rearing animal to 4-in-1 dinky at any time in this menu item. The list of pets is scrolled using the "left" and "right" buttons. If a pet is selected for the first time, then switching is accompanied by a birth animation.

Each of the farmed animals has its own set of statuses. This means that each of them needs to be fed separately and separately played with each. However, in real time, only one pet grows - the one who is present on the screen, the development of other pets is suspended.

Also worth noting are the changes in the food menu. When you change your pet, the available dishes also change - some animals have individual dishes, such as a battery for an alien or a hamburger for a dinosaur.

Development features

Dinki Tamagotchi are famous for their non-linear pet development. However, in the 4-in-1 version of the dinky, the emphasis was placed on the simultaneous upbringing of all four animals, while the developmental scheme was simplified. In the 4-in-1 version of the dinky, all pets grow into only one species.

Dinkie Pet 8-in-1

Housing: yellow, blue, white or red with “8 Dinkie Pet in 1” written above the screen.

Animals: dinosaur, penguin, alien, dog, bear, deer, elephant, shark.

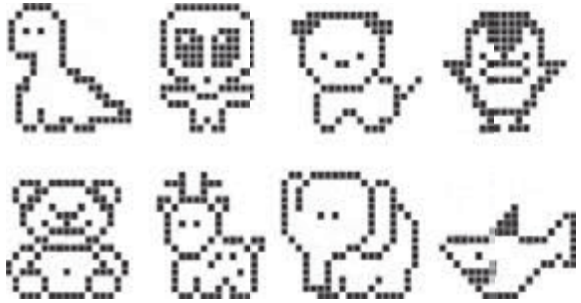
Rarity:

• • • • • • • • • • •

General information

The 8-in-1 dinky is an enhanced version of the 4-in-1 dinky. The authors added four new animals to the program - a bear, a deer, an elephant and a shark. They are all unique to the series

tamagotchi dinki are found only in the 8-in-1 version. New features like alarm clock and pet change are also available in this version.



RikouRikou Chan

Housing: white, yellow, red or blue with the words “RikouRikou Chan” (or “Smarty Time” in the American version) above the screen.

Animals: man.

Rarity:

• • • • • • • • • • •

general information

RikouRikou Chan is very different from its predecessors. In it, the authors departed from the standard approach to the education of virtual pets “birth - evolution - death” and made a kind of school simulator.

Its essence lies in the fact that the character being brought up - a person - enters primary school (junior

school) and begins to study school subjects. Character development in the context of rikochan is a transition to higher classes (primary school, high school) and university (university). At the same time, in ricochan there are no such familiar concepts as heaps or diseases,

the character's age or weight.

Despite this, RikouRikou Chan is more complex and sophisticated than most Tamagotchi, its functionality is unusually wide - the built-in mini-editor of drawings alone is already amazing.

Although not everyone knows that RikouRikou Chan belongs to the tamagotchi dinki series, the design of the case does not differ much from its brothers.

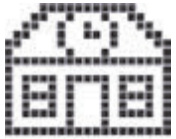
Rikochan has more buttons than the already discussed tamagotchi dinki: three signed buttons "clock", "esc" and "enter" remained, but instead of two buttons that control menu icons, four buttons were added that can scroll through the menu in any of the four directions - down, up, left and right.

Ricochan has never been reprinted by pirates. Also, there are no analogues of this tamagotchi.

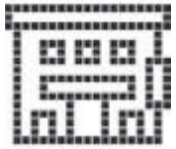
Menu items

Food

The food function is greatly simplified in this version of the Tamagotchi. The child eats only during breakfast (as soon as he wakes up), lunch (around 13:00) and dinner (around 19:00).

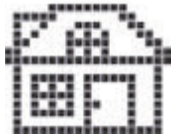


You can feed your baby only when he is at home.



School bus

The pet can be in three different locations - at home, at school or in the classroom. You can navigate between them using the school bus menu, the locations are scrolled using the “up” and “down” buttons (the available cursor movement directions are shown in the lower corners of the screen).



Lessons

The main gameplay element of rikochana is study. In total, the character can study six school subjects: mathematics, music, drawing, physical education, language and science. The study of subjects is presented in the form of mini-games, which change depending on the level of education.

You can only go to lessons at school or in the classroom. At the same time, only mathematics, language and science can be studied in the classroom. All six subjects can be studied at school.

Maths. At the elementary school stage, in a math lesson, you need to count the number of hearts that appear on the screen. There are three options to choose from.

In high school and university, counting hearts has been replaced by solving equations. An example of elementary mathematical operations appears on the screen, the answer is substituted using the “left” and “right” buttons.

Music. The child listens to playing music. The mini-game does not require any action on the part of the player.

Drawing. In the drawing lesson, a mini-editor of drawings opens. With the help of a small blinking cursor, you can draw any picture, while it is impossible to lose - any drawing is considered successful, even if the child has not drawn anything.

Physical Education. The child is taking part in the race. In order for him to run forward, you need to alternately press the buttons "left" and "right". After the child reaches the line, the time for which he has run the required distance is shown.

Natural science. In elementary school, in science lessons, you need to find a correspondence between figure and shape. Forms are scrolled using the "left" and "right" buttons. In high school, a demon on the screen

the image is streaked
object (e.g. ball, dog, house). After that, from the list of suggested words, you need to select a word corresponding to

image.

Tongue. In elementary school, you just need to read the letters of the alphabet that appear on the screen. In high school, you need to substitute the missing letter in the proposed word, instead of which there is a question mark (for example, *"Ba? L"* in the American version).

It should be noted that the language and science are different for the Japanese and American versions. Whereas in the American version all words are written in English, and it is not difficult to establish a correspondence between the pattern of the ball and the word “ball”, in the Japanese version only Japanese words are used. Therefore, for the average player, the only way to complete these lessons is to randomly choose a set of characters and hope for luck.

Music, drawing and physical education lessons are the same for all classes, and it is impossible to lose in them.

Libra
In the scale menu, you can see in which class the child is studying at the moment, what his mood and health are. You can also find out the success in each of the six subjects, each subject has its own scale.

Entertainment
To maintain a good mood, the child should sometimes be given rest from lessons. In the entertainment menu, you can watch TV or listen to music.

This menu item is available only when the child is at home.

Training
The only way to study subjects at home is to

thief books. In the training menu, you can read literature on mathematics, language and science.

Shine
The light must be turned off when the pet goes to bed. Moreover, if the child is not picked up from school or from the classroom on time, he will not go to bed and will frown.

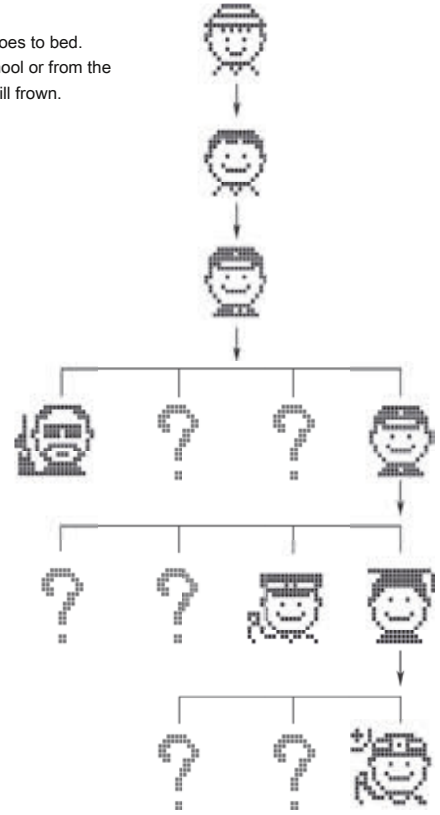
The child wakes up at 9:00.

Discipline
Sometimes the child is unhappy without any reasons. In these cases, he must be scolded in the discipline menu.

Development features
The development of a rikochan directly depends on how successfully he / she studies school subjects. In total, there are four main stages of development: elementary school, high school, high school, university.

The range of professions that a rikochan can acquire is very wide, and depends on success in studying the subjects. Among other things, a child can become a doctor, hairdresser, millionaire, teacher, street

merchant and bandit.



Rikou no Koibito

Housing: blue-green, white-blue
it or white and pink with the words "Rikou no Koibito" above the screen.

Animals: man.

Rarity:

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general information
Rikou no Koibito is not a tamochi in the usual sense of the word. The character in him does not develop, he does not need to be looked after and he cannot die. Rikou no Koibito is one of the few Tamagotchi that sells

going in This Country, made in the genre of a dating simulator.

Dating simulators (or daysim) are a very popular genre of computer games in Japan, while in other countries it practically does not occur. The main task of such games is to achieve a romantic relationship with a character of the opposite sex.

There are two versions of riko no koibito: male and female. The buildings differ visually (tamagotchi with a male program have blue-green or white-blue bodies, tamagotchi with a female program

- white and pink), and programmatically. But, regardless of the version, the goal of the Tamagotchi is always the same: to enchant your passion and become an ideal couple.

Rikou no Koibito is an extension of Rikou Rikou Chan. The action takes place after Riko-chan finishes his studies and is now living adulthood. Therefore, the character to be played in riko no coibito is the matured rikochan. From this point of view, tamagotchi dinki are unique in that they have a kind of development of one game plot.

It is amazing that these Tamagotchi are considered rare all over the world, but in Russia at the end of the nineties they were freely available for sale.

Turning on the Tamagotchi
When starting the Tamagotchi, the first thing that is proposed to do after setting the time is to choose the profession of the character. In the male version, the professions of a doctor (the easiest level of difficulty), a policeman (an average level of difficulty) and a street vendor (a maximum level of difficulty) are available. In the female version - the profession of doctor, teacher and secretary.

Each of the professions corresponds to a certain social status. For example, the status of a doctor is high because (*from the point of view of Rikou no Koibito)* the doctor makes a lot of money, and his Love Index is the highest. The status of a street vendor, on the other hand, is low: he has little money and the love index is the lowest.

After that, the name and blood type of the character is chosen, as well as the character of the opposite sex, who will have to be charmed. Here you can also choose the level of difficulty: the first of the characters belongs to the low level of difficulty (you are given 10 days to complete the game), the second - to the medium level of difficulty (you are given 8 days to complete the game) and the third - to the high level of difficulty (you are given 7 days).

Menu items

Food

Rikochan eats only during breakfast (as soon as he wakes up), lunch (around 13:00) and dinner (around 19:00).

Job

In order to buy gifts for your passion or invite her out on dates, you need money. The only way to make money in this Tamagotchi is to go to work. You can send a ricochan to work at any time, as well as for any period, and the longer he is at work, the more money he earns. However, at work, almost all functions are inactive: for example, you cannot eat, go on dates, or buy gifts.

Games

Rock Paper Scissors. Ricochan plays with his passion and is happy when she wins. When the opponent wins, the love index rises.

Card game. You must choose one of three cards. If a heart is drawn on the selected card, the love index increases, if a sad face, it decreases. If an ace is drawn on the card, the love index does not change.

Memory game. The letters "I", "U" and the heart symbol appear in random order-
ke. It is necessary to remember the order of their appearance and, using the "clock", "escape" and "enter" buttons, type the correct sequence. In case of victory, the love index increases, as in the previous games.

It should be noted that games are also available when the rikochan is at work. But in this case, instead of the love index, the amount of money will increase.

Personal activities

In this menu item, you can send the rikochana to various locations and increase due to this the individual statuses that characterize the character.

Beauty saloon - increases attractiveness.
Gym (in the female version - a pool). Increases health and attractiveness.

School - increases education.
Casino (available only in the male version) - a mini-game in which the amount of money increases if you win (if you lose, it decreases).

The shops (available only in the female version). Unlike the male version, this location is not a mini-game.

Dating

In this menu item, you can invite your soul mate out on a date. As a date, you can: go to dinner, to the cinema, to karaoke, to a disco, to shops, to a hotel, to an amusement ride or to a park, offer a kiss or a telephone conversation.

If the partner agrees to go on a date, the statuses that characterize the partner's opinion of the rikochana increase: a sense of humor, caring and romance (if the partner refuses to go on a date, the statuses are lowered). In case of a successful date, money is also deducted,

however, the list of possible dates does not include a specific price for each of them.

Presents

The money earned can be spent on gifts. The following gifts are available in the men's version: diamonds - $ 1000, ring - $ 500, flower - $ 100,

underwear - $ 300, perfume - $ 300, chocolate - $ 100. The list of gifts in the female version is slightly different: watch - $ 1000, ring - $ 500, tie - $ 300, eau de toilette - $ 300, underwear - $ 300, candy - $ 100.

Gifts also increase the statuses that characterize the opinion of the partner.

Shine
The lights must be turned off when the rikochan goes to bed (at 10 pm).

Libra
In the scales menu, you can see the current day of the game, the amount of money earned, as well as the following status scales: care, attractiveness, knowledge, health, romance and a sense of humor.

Total points are counted in the last love scale - the heart-shaped chart. A fully filled heart means that the game has been won, and the rikochan has managed to become perfect for his soul mate. If the heart cannot be filled within the required number of days, the game is lost.

Development features
Since Rikou no Koibito is act-shim and not a classic tamogochi, the character being raised does not change outwardly or evolve. Only the parameters that characterize him and his relationship with the opposite sex change.

Hana Hana Mi

Housing: yellow, pink, blue, orange color the one in the shape of a flower in a pot, with the inscription "Hana Hana Mi" above the screen.

Animals: flower.

Rarity:

• • • • • • • • • • •

General information
Hana Hana Mi is the latest dinky series ta-magotchi released by Watercore Ltd. in August 1997. The authors have invested in this Tamagotchi all their accumulated experience and all the best from the previous models of the pet.

The name "Hana Hana Mi" (*jap. はなはなみ)* translated as "cute flowers". The pet itself is called "hanami" in the instructions.

Like its predecessor, Rikou no Koibito, hana hana mi was produced in two versions - male and female. However, this time it affects not only the stylization of the functions, but also the gameplay itself: with the help of two opposite-sex khans, you can raise the second generation of pets by pairing Tamagotchi. it

the only tamagotchi from the dinki series, which has the function of reproduction and the possibility of connecting two different tamagotchi.

The body of the male and female versions of Hana Hana Mi can be distinguished by the color of the pot (hanami girl has a purple pot, hanami boy
- blue), as well as the flower pictogram in the inscription above the screen: in the female version, the flower has a small bow on its head, in the male

- flower petals form a bow tie.

On the top of the hull of any khana khan mi, there is a light sensor, often mistaken for an infrared port.

Hana Hana Mi is considered the rarest Tamagotchi all over the world today - this is the case when the rarity level is 11 out of 10. It appears extremely rarely on the Internet auctions, about once a year. Its cost reaches $ 600 - $ 800.

For Russia, its rarity is comparable only with a Tamagotchi boxer from Apollo, despite the fact that in the nineties the khan khan mi was also on the free market.

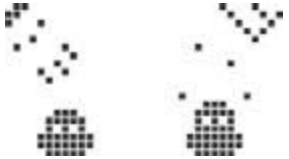
Menu items

Hana hana mi has the standard functions of any Tamagotchi such as food, bath, medicine. However, each of them is stylized specifically for khan khans, and sometimes so much that the standard function is not immediately recognized.

This stylization gives a unique identity and charm to this Tamagotchi.

Food

In the food menu, the flower can be watered (poured from a watering can) or fertilized (fertilizers are poured out of the box). At the same time, watering is considered the main dish here, and fertilization is a delicacy.



The sun

Any plant needs sunlight to grow, and hanami is no exception. In order to saturate the flower with the sun, you must select this menu item, and then put the Tamagotchi under the sun's rays or a bright lamp.

If the light starts to be absorbed, a small sun-shaped indicator will appear on the screen. When a sufficient amount of solar energy is consumed, the Tamagotchi will notify about this with a short beep, and one cell in the corresponding scale in the scale menu will be filled. If the Tamagotchi is taken out of the light source, it will begin to sing Johnny Cash's song "You are my sunshine."

This function is exclusive to Hana Hana Mi, it is not found in any other Tamagotchi known at the moment.

Music

An analogue of the discipline function: this menu item is selected when the flower is capricious. Music begins to sound in the tamagotchi, hanami sings and calms down. It is worth noting that there are a lot of melodies, and when you select this item again, different songs are played.

Insect repellent

An analogue of the function of medicine. Hanami disease is manifested by insect bugs appearing on the flower. In order to cure a flower, it is necessary to use an insect repellent.

Scissors

Analogue of the bath function. Hanami cannot go to the toilet or get dirty. Instead, the flower grows overgrown with extra petals that need to be cut.

A game

In the only game in Tamagotchi, you need to catch with a pot

falling beetles. The game is played for a while, while the speed of the falling bugs increases. In order to win, you need to catch at least 20 bugs.

Reproduction

The difference between the male and female versions of the khanami is also that the boy hanami has a longer “branch” on which the pot is fastened than the girl's. When the female version of hanami turns 9, a breeding station becomes available. After selecting this menu item, if you set the pot from the male version to the female version, the branch will reach the button inside the hanami girl, initiating the birth of a new flower of the second generation.

Temperature

The temperature menu is similar to the rest of the tamagotchi from dinki. It is necessary to maintain the optimal temperature in the tamagochi (about 25 ° C), otherwise the pet may get sick.

Sleep

The sleep menu is also similar to other dinky pets. With the lights off, a smiling moon and twinkling stars appear on the screen.

Libra

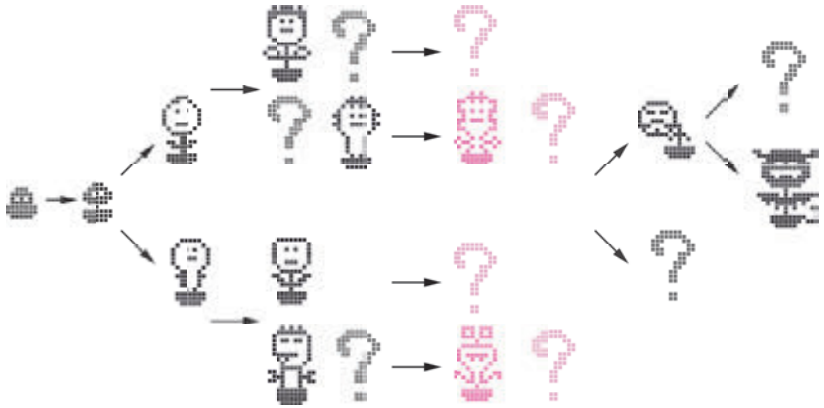
In the scale menu, you can find out the age of the hanami, his height in centimeters, and the temperature in the Tamagotchi. Also here you can see the scales of joy, satiety, water. There is also a sun-shaped diagram showing how much solar energy the flower has consumed.

Development features

Like all dinky pets, Hana Hana Mi has several branches of development. The development of the flower depends on the general care, as well as on how much solar energy it absorbs. With perfect care after death, hanami turns into an angel, with poor care - into a flower with horns. The second generation of hanami can only be obtained by activating the breeding station.

There is a trick that can be used to raise the second generation into a hanami girl without a hanami boy. Since the trigger for breeding is just a button inside the body, it can be pressed not only with a branch from the male version of the pot, but also with any long sharp object, for example, a toothpick.

In the male version of Hana Hana Mi, it is impossible to raise the second generation. From this point of view, the male version of hanami can be considered redundant, since it lacks the functions of the female version, and the female version itself is fully functional without the male version.



Глава 5.

Hitorikko Pets

general information

Tamagotchi of the Hitorikko series were published by the British company PMS International in 1997 and were widely distributed in Europe and, in particular, in Russia. The instruction attached to the Tamagotchi was

written in six languages: English, German, French, Portuguese, Spanish and Italian.

Moreover, the name of the series "hitorikko" - ひとりっこ - Japanese, translated as “only child in the family”.

All hitorikko are as alike as two drops of water. They were all produced in the same cases and the same yellow-purple

boxes. In order to distinguish one hitorikko from another during sale, a cross was put on the box opposite the desired pet.

The only way to tell them apart
- this is to turn on the Tamagotchi and see what kind of animal is in it.

Original hitorikko, authentic
Of which there is no doubt, only 4 models were released: a chitorikko dinosaur, a chicken, a puppy and a fish. In addition to them, the Hitorikko 3-in-1 model was sold in the same box, but its originality raises serious doubts. And finally, the model of the hitorikko child - Smart Kid - has never been released under the name hitorikko, but this program unmistakably guesses his style.

The Tamagotchi themselves are shaped like a dinky dino. The Hitorikko in the original cases do not have any background image, which visually makes their appearance somewhat cheaper.

Hitorikko very much resemble the tamagotchi dinki in terms of the software component: they also use a vertical menu, the set of functions is similar to the functions of the dinki, and the pets themselves can develop into several different species. Because of this, the hitorikko are sometimes mistakenly referred to as the Dinki family of pets.

Dinkie Dino Hitorikko

However, hitorikko is greatly simplified compared to dinki. This manifests itself in all aspects: pets are drawn schematically, there are practically no animations other than joy and sadness, games have no rounds and do not require practically any presence from the player.

Despite all this, many people love pets from hitorikko. Fans of this series often point out that hitorikko captivates with its simplicity. Pets change every day and grow to their final form in just 4 days, so it's fun to watch them. The many analogues of the chitorikko have also contributed to the rise in popularity of this tamagotchi.

Hitorikko dog

Housing: pink, white, blue or purple with four white buttons and the inscription: "Hitorikko" above the screen.

Animals: dog.

Rarity:

• • • • • • • • • • •

General information

All pets of the hitorikko are similar to each other. The only differences between each of them are only the pet itself, its animations, and the list of dishes.

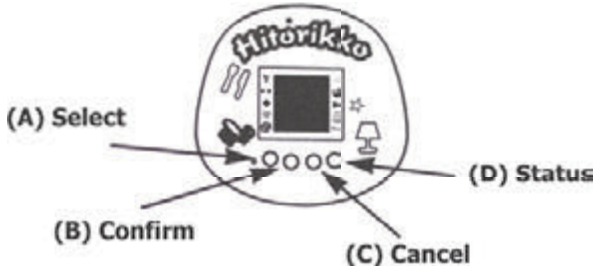
This section will detail all the functions of the hitorikko that are relevant to all the original hitorikko, namely the hithorikko dino, chicken, dog, and fish.

Turning on the Tamagotchi

As with all Tamagotchi, when you turn on the hitorikko, you must set the clock in order for the game to start. However, due to the fact that the buttons on the body are not labeled in any way, often even such a simple function as setting the time can be difficult.

The buttons are arranged as follows:

A - button "right", scrolls through the menu and submenus; B - confirmation button;
C - cancel button;
D - button for calling the menu of the scales.



Hours are set using buttons "A" (sets hours) and "B" (sets minutes). After the time is set, you must press the cancel button "C".

The birth process takes 5 minutes, after which the animation of the opening eye appears, and then the newborn pet itself.

Menu items

All tamagotchi hitorikko contain nine menu items, one of them - scales - is placed on a separate button.

Food

In hitorikko, food is not divided into main courses, treats, and drinks. All dishes have the same nutritional value and affect the subsequent development of the character. In the hitorikko dog, the food menu consists of chicken, fish and water.

Each meal eaten fills the satiety scale by two slots, each two meals eaten add a kilogram of weight to the pet.

Game 1

Using the buttons "A" and "B" you need to guess in which direction the pet will turn. After pressing one of the buttons, the pet turns in a random direction, and it is impossible to predict it. There are no rounds in the game, with each guessed side the joy scale is filled in by two cells. Losing (wrongly guessed side) does not in any way affect the statuses of the pet.

Treatment

The puppy can get sick if you do not feed it for a long time or is left unattended, and a small blinking cross appears in the upper right corner. If the illness lasts a long time, several treatments may be required. In the original version of the pet hitorikko, when choosing a treatment, the pet simply rejoices, and the disease indicator disappears.

Training

When you select this menu item, the pet reads the book. This procedure is not a punishment, as is often the case in Tamagotchi. After reading, the learning scale is filled in two cells, other statuses do not change.

Game 2

Another guessing game: a die is thrown, and the player needs to guess which number will drop out on it. Button “A” is responsible for numbers from 1 to 3, button “B” - for numbers from 4 to 6. There are no rounds in the game either, and the drop-down number is also generated randomly.

Heater

At the beginning of the game, the heater is turned off, but the temperature in the hitorikko is constantly dropping. As soon as the temperature becomes uncomfortable, the pet starts calling for help from its owner. However, in the original chitorikko, nowhere can you see the current temperature in the Tamagotchi, and the comfort temperature is determined by the exclusion method: if the pet calls for help, but all its statuses are normal, then it's time to turn on (or, conversely, turn off) the heater.

Restroom

Hitorikko approaches the issue of visualizing the toilet function thoroughly: when the pet goes to the toilet, nothing is visible on the screen except heaps. There are always two of them, but this does not mean that the function of the toilet must be selected twice. It must be selected until the heaps disappear (from one to three times).

Right arrow

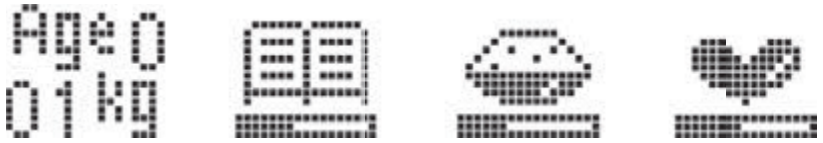
It is not a menu item per se. The arrow appears when you can scroll through the context menu, for example, dishes or the heater indicator.

Shine

Hitorikko goes to bed at 21:00, and if the lights are not turned off at this time, the pet will call for help. In this case, in the daytime, the light can be turned off without any consequences (the pixels on the screen are inverted, but the pet does not call the owner).

Libra

There is no separate menu item for scales in hitorikko, instead there is a special button "D", the function of which is only to view the scales. In the scale menu, you can find out the age of the pet, its weight in kilograms, as well as view the scales of education, satiety and joy.



Additional features

There is no mention of the ability to turn off the sound in the instructions for the original hitorikko. For a long time, it was believed that turning off the hitorikko sound was simply impossible, since the standard ways to turn off the sound - pressing different groups of buttons at the same time - do not work here.

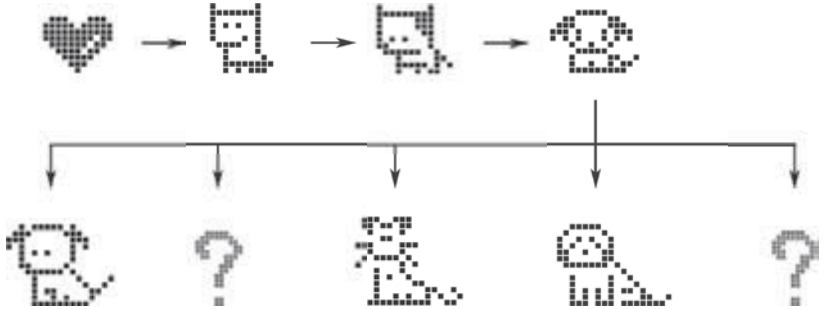
However, this information sometimes skips in the instructions for the hitorikko analogs.

The sound is turned off as follows: in the clock display mode, hold down the “A” and “C” buttons and hold them for five seconds. If everything is done correctly, a column will appear on the screen and the inscription: “OFF” (“ON” if the sound is turned on).

Development features

The development of hithorikko pets depends not only on the food they eat, but also on the general condition of the pet. For example, the fullness of the joy and education scales affects development.

Hitorikko pets change every day. After the pet takes its final form, it can die a "good" death - become an angel.



Hitorikko dino

Housing: pink, white, blue or purple with four white buttons and the inscription: "Hitorikko" above the screen.

Animals: dinosaur.

Rarity:

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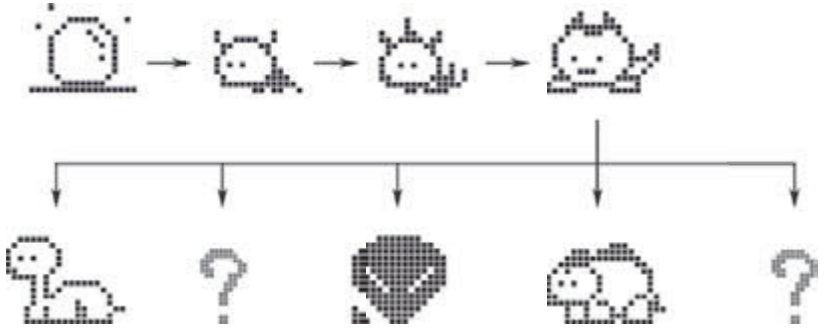
general information
Functionally hitorikko dino completely repeats the program Hitorikko Dog, described above.

At Hitorikko Dino, the food menu consists of apple, radish and fish.



Hitorikko chick

Housing: pink, white, blue or purple with four white buttons and the inscription: "Hitorikko" above the screen.

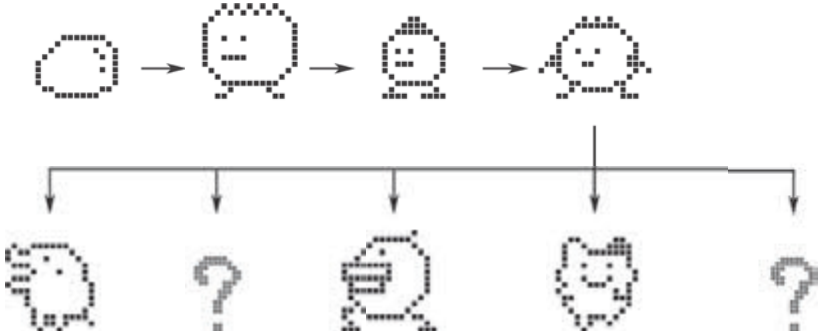
Animals: chick.

Rarity:

• • • • • • • • • • •

general information
Functionally chitorikko chick-
The knock completely repeats the Hitorikko Dog program described above.

At Hitorikko Chick, the food menu consists of hamburger, tadpole, and water.



Hitorikko fish

Housing: pink, white, blue or purple with four white buttons and the inscription: "Hitorikko" above the screen.

Animals: fish.

Rarity:

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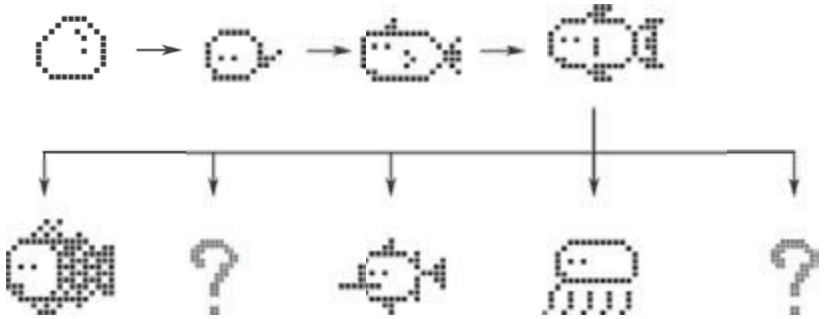
general information
Functionally hitorikko fish completely repeats the program Hitorikko Dog, described above.

At Hitorikko Fish, the menu consists of worm, fish and water.



Analogs of Hitorikko Pets

Analogs in dinky dino cases
Most of the chitorikko analogues were produced in dinky dino cases. Some of them almost completely repeated the appearance of the dino body, some had different illustrations on the body or the shape of the buttons.

Some of the cases had only a distant resemblance to the cases of the dinky pets: they could have a different number of buttons, and the cases themselves could even be transparent. Also, animals that can be raised in a tamagotchi are most often painted on the bodies of hitorikko analogs.

The most curious analogs of the hitorikko are those of the puppy's chitorikko. Disputes about the existence or non-existence of a single dinky puppy are still being conducted, and as evidence that a dinky puppy does exist, photographs of a chitorikko puppy are published.

However, the statistics speak for themselves: if the body of the alleged dinky puppy is completely identical to the body of the dinky dino, and above the screen it is written: “Dinkie Puppy” or “RakuRaku Puppy” - this, alas, with one hundred percent probability is just an analogue of hitorikko.

Other analogues

There are analogs of chitorikko in corpuses that are not related to dinky dino. For example, one of the most common series of hitorikko analogs is the Electronic Pocket Pets Tamagotchi.

In this series, three versions of the hitorikko were released: dinosaur, fish, and chicken. All their bodies are made in the shape of a heart.

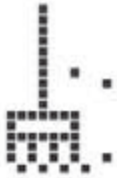
The least common counterparts of chitorikko were found in egg-shaped bodies. This is due to the wide rectangular screen, which is not standard for Tamagotchi.

Such analogs are usually more massive than other tamagotchi made in the form of an egg. Some of them even require not two LR44 batteries, but as many as four. Why would a simple Tamagotchi have such resources - it is not clear: programmatically, they do not differ in any way from simple hitorikko.

Advanced hitorikko

In addition to simple analogs of hitorikko, there are also so-called "extended" hitorikko. They differ from regular tamagotchi hitorikko by the presence of two additional animations - cleaning and treatment.

In addition, an additional status screen is available in the scale menu, which shows the current temperature in the Tamagotchi. If in the original hitorikko you had to guess why the pet was calling for no reason, then in the extended guaoppi in the menu you can see an increased or decreased temperature and then correct it using the air conditioner menu.



Why this, absolutely logical from the point of view of the program, status screen is not in the original chitorikko, and why it sometimes appears in third-party analogs is a mystery. Perhaps the causal relationships are again broken here, and the company that produced hitorikko simply took a different program as a basis.

Perhaps we call the hitorikko originals only because of the wide distribution in Eu-

rope tamagotchi, the boxes of which are written “Hitorikko”.

But this, as always, is just a guess at the coffee grounds.

Curly hitorikko
Besides the classic hitorikko,
it was rare to find modifications of hitorikko programs in which there is an identical

functional, but the growth chart is completely different.

Such tamagotchi were produced in the so-called "curly" cases, on which there were three-dimensional drawings of characters. In this series, there are only three programs of hitorikko: dino, fish and dog (the modified chitorikko chicken either does not exist, or it has not yet been discovered).

Curly hitorikko programs are rarely found in seemingly simple analogs in the form of dinka bodies.

Smart Kid

Housing: white, blue or yellow with the word "Smart Kid" above the screen.

Animals: man.

Rarity:
• • • • • • • • • •

general information
Affiliation tamagotchi
Smart Kid to the family of hitorikko pets is a very ambiguous question.

Only the four models described above were officially released under the name Hitorikko. The smart kid was never sold in original hitorikko boxes, and there is no mention of this company on the Tamagotchi itself.

However, the soundtrack and partly the logic of the tamagotchi itself coincide with the hitorikko models. The smart kid also has a vertical menu, and its body also tries to resemble the body of a tamagotchi dinki dino; smart kid buttons are located and labeled in the same way as dinky dino buttons. It is curious that Smart Kid borrowed the screen background from another pet from a dinka - Rikou Rikou Chan, a human dinka.

In the end, a smart kid is an improvisation on the theme of hitorikko, which, in turn, is an impromptu on the theme of dinka pets. The story is confusing, and find out nowadays who is whose program

inspired, is almost impossible. By default, it was accepted to consider this tamagotchi one of the hitorikko models.

Turning on the Tamagotchi

The first thing the player is invited to do after turning on the Tamagotchi is to set the time, after which a mini-screen saver with the birth of the child is shown. At the time of birth, the gender of the child is chosen randomly: you can raise both a boy and a girl in Smart Kid.

Menu items

Water

In Smart Kid, all drinks, like dinky pets, are placed in a separate menu item. There are two drinks here: a bottle of milk and a glass of juice. The child refuses to drink if his water scale in the scale menu is completely full.

Food

The food menu consists of ice cream, porridge and apples. Food is also not divided into main courses and delicacies, as in hitorikko.

Shine

Hitorikko the child goes to bed in the evening at 10 pm and wakes up at 8 am. At this time, it is necessary to turn off the light in the Tamagotchi using this menu item, otherwise the child will call for help.

Music

In this menu item, the child listens to the children's song "London bridge Falling Down", after which the corresponding scale in the scale menu is filled.

In the instructions, this scale is called simply: "music index" - the music index, but the description of the music menu item itself clearly states that when listening to a song, the child's mood rises.

Libra

In the menu of the scales, you can find out how old the child is, what is his weight and what is the temperature in the Tamagotchi. There are also scales for music, education, games, food and water.

A game

There is only one game in this Tamagotchi. It is necessary to have time to shoot at the target so as not to hit the slider protecting this target. The game requires some skill, because when fired, the slider does not continue to move in its direction, but tends to the bullet. Not everyone can win the first time.

Training

When this menu item is selected, the child reads a book. The animation of turning over the book completely coincides with the analogous animation in hithorikko pets.

Shower

Smart kid, unlike other hitorikko, does not leave a handful. Instead, it becomes messy: dark spots appear on the cheeks. In such cases, the child must be washed using the shower menu.

Temperature

The function of temperature is the same as the tamagotchi hitorikko and tamagotchi dinki. It is necessary to maintain the optimum temperature - 25 ° C, turning the heater on and off. If the temperature is not optimal, the child cries and calls for help.

Treatment

If the child does get sick (from lack of food, from low temperatures or from poor care in general), he will have to be treated. During treatment, the child is given an injection.

Development features

The Hitorikko child does not develop in the usual way. Instead

Changes in the character's appearance, the child's facial expression changes, depending on the current emotions. For example, if you play little with a child, he will be unhappy; if he freezes, he will purse his lips from the cold.

A child develops into an adult: from 0 to 3 years old, a smart kid is considered an infant, from 4 to 13 years old - a child and from 14 to 23 years old - a teenager. When the development is completed, the quality of the smart kid's upbringing will be rated as perfect, good, average or poor.

Hitorikko 3-in-1

Housing: pink, white, blue or purple with four white buttons and the inscription: "Hitorikko" above the screen.

Animals: fish, dinosaur, chick.

Rarity:

• • • • • • • • • • •

general information

In the chapter “Gyaoppi pets” the legendary tamagotchi Hyper
Gyaoppi 3-in-1, the existence of which is often called into question due to its rarity. The line of pets of the hitorikko also has a tamagotchi-lenda - multipet Hitorikko 3-in-1, in the existence of which is also often not believed.

What unites these two Tamagotchi? Oddly enough, the program: both Tamagotchi are identical from the programmatic point of view.

Hitorikko 3-in-1 was produced in the same boxes as the recognized tamagochi hitorikko. In the upper right corner of the box, where the classic chitorikko put a cross in front of one of the four possible pets, there is an inscription: "3 in 1 Game" and illustrations of three animals: a chicken, a fish and a dinosaur.

Himorikko 3-in-1 itself has not 4 buttons, but 5: three of them are located under the screen, two - to the right and left of the screen. The “Hitorikko” lettering above the screen is in red, not pink. The rest of the body does not differ from single hitorikko.

Turning on the Tamagotchi

When turned on, a choice of one of the three available pets is presented. When choosing an animal, the game starts immediately: there are no hours in this Tamagotchi.

Menu items

Until now, we have not been able to find any facts regarding the authorship of this program. Many claim it, but at the same time hitorikko more than anyone else is similar to the authors of this restless cartoon.

3-in-1 has a lot of features of a hitorikko pet, first of all - a menu: the icons are arranged in the same order and have the same appearance as in the original hitorikko. The functions behind these menu items are often the same as those of the hitorikko. There is also the influence of guaoppi, but to a much lesser extent.

Food

The food menu contains only two types of dishes: porridge and candy, both located on the same screen. For all three animals, the food remains the same, only the animation of the pet itself changes. Also, the animation changes when the pet grows up.

Game 1

In hitorikko 3-in-1 there are two games, both of which are located in the same places as the games in simple hitorikko. The first game is generally similar to the original one: you have to guess right or left in it

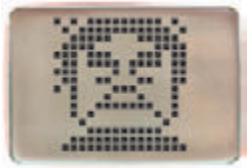
the pet will turn. However, there were no rounds in single hitorikko: each guessed side was counted as an independent win. In the multibet version, the game has five rounds: the game is won if you manage to guess the side at least three times out of five.

Treatment

When the skull appears on the screen, the pet must be cured. There is no animation during treatment. The pet is just happy, and the skull disappears.

Training

In the original hitorikko, training is not a form of punishment. The level of education of a pet in them is a simple status of a pet, the scale of which must be filled in the same way as the scale of games. In guaoppi, on the contrary, training should be used if the pet refuses to obey.



In hitorikko 3-in-1, rather, the guaoppi approach is implemented: the pet must be punished if it calls the owner for no reason. During the training, the animation of the teacher is used.

Game 2

The second game, instead of playing with a dice, is "Rock - Scissors - Paper". There are also five rounds in the game.

Weather

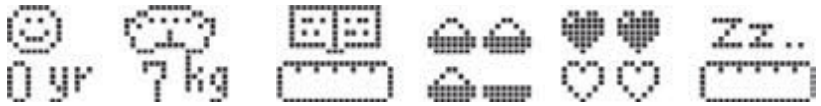
In this Tamagotchi, the weather changes very rarely, and there are only two types of weather: sun and rain. When the sun comes out, the pet needs to be given a cap, when it starts to rain - an umbrella. The weather function is also characteristic of the Tamagotchi from the Guaoppi family.

Cleaning

Must be selected when heaps appear on the screen. In this version of hitorikko there is a cleaning animation, it looks the same as in the original tamagotchi from the bandai: a wave passes through the screen, washing away the waste.

Libra

In single hitorikko there is no separate icon with a menu item of scales. Instead, one of the hitorikko buttons always calls up the scale only.



In hitorikko 3-in-1, the menu item is located in place of the right arrow icon. Here you can find out the age and weight of the pet, as well as find out the state of all its statuses: hunger, mood, education and sleep. Visually, the scale menu is not like the guaoppi menu or the pet hitorikko menu.

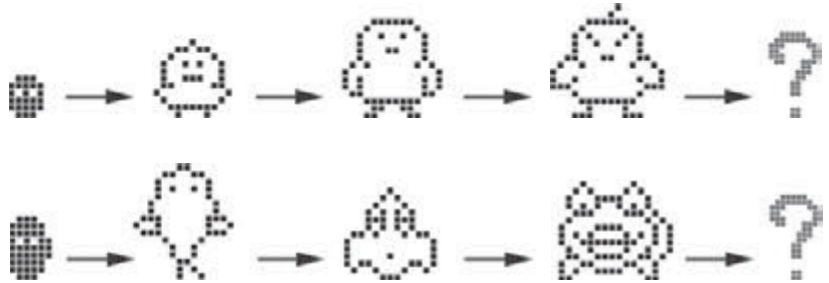
Shine

Hitorikko 3-in-1 pets cannot go to bed on their own. Instead, they should be sent to bed at any time convenient for the owner of the Tamagotchi.

Development features

There is no present tense in 3-in-1 hitorikko. Instead, there is a countdown of the conventional clock: at birth, the time screen shows "01" and increases by one every hour. As soon as the "clock" reaches "24", the pet becomes one year older.

The pets of this program change frequently. However, the growth chart also casts doubt on the originality of this tamagotchi as a tamagotchi hitorikko. All the growth stages of all pets do not overlap with the appearance of the original hitorikko pets.



Guaoppi / hitorikko analogs 3-in-1

Most likely, we will never be able to find out who was the author of the hitorikko 3-in-1 program and who stole it from whom in the end. It is not known who was the first and in which corpus to publish this tamagotchi, and which tamagotchi whose analogue is.

However, there is at least one other non-nameless virtual pet, in which there was a 3-in-1 hitorikko / guaoppi program. These are Cool Pets 3-in-1 tamochi in a non-standard rectangular case.

The originality and quality of the case are an indirect sign
relative originality and
magochi: cheap Chinese counterfeits usually stole the design of other people's bodies. This circumstance, as well as the fact that hyper guaoppi 3-in-1 and chitorikko 3-in-1 are extremely rare, makes many consider the original tamochi kul pets to be the original of this program.

Many analogs of this Tamagotchi were sold in Russia. Most of them were produced in dino housings.

Bongo also produced its own version of the 3-in-1 cool pets, in a body shaped like a large rabbit head (a similar body also produced an analogue of the super guaoppy 9-in-1).

This concludes the modest range of hitorikko pets. Nevertheless, the hitorikko had a great influence on the world of tamagotchi and are remembered by many people in Europe as simple but adorable virtual pets.

Глава 6.

MGA Pets

general information

MGA (Micro-Games America Entertainment) is an American company that has been manufacturing and selling toys since 1979.

The most famous MGA projects at the moment - Bratz and Moxie dolls - have gained popularity among children all over the world. But in the late nineties, in the wake of the popularity of tamagotchi, like many other toy manufacturers, MGA published their own

a line of virtual pets under the general name MGA VR (VR from the English "virtual reality" - "virtual reality").

In the first line of MGA pets, MGA VR Creatures, six Tamagotchi models were released: MGA puppy (puppy), MGA kitten (kitten), MGA T-Rex dino (dinosaur), MGA Godzilla (Godzilla), MGA Bunny (hare), MGA mermaid (mermaid).

The second line was called MGA VR Digi-Beanies. In it, Tamagotchi were produced complete with a soft toy, which served as a kind of cover for the Tamagotchi. In the updated line, several old models were released (puppy, hare, mermaid, kitten), as well as two new models - MGA bear (bear) and MGA penguin (penguin). Curiously, each Digi-Beanies packaging features other tamagotchi from this line. In these illustrations, next to the stuffed toys of different animals, there are photographs of the same Tamagotchi, an analogue of Akachan II.

All MGA pets were sold in sealed plastic bags, illustrated with colorful drawings, individual for each of the pets.

Authors of MGA VR experimented with the shape of the case. All MGA tamagotchi were produced not only in a comparatively classic oval shape, but also in double closable cases.

For example, the body of a godzilla is made in the form of a convex egg that opens into two halves, and the body of a mermaid MGA is in the shape of a closing shell.

One of the halves contains the tamagotchi itself, the other half has only a decorative function.

Original Tamagotchi from MGA were sold mainly in

territory of the United States. However, their programs were often copied by pirates, so MGA pets were in this country.

MGA Puppy / dog at the booth

Housing: folding oval orange body with a dog figurine on the top; a small, irregularly-shaped body of red color with patterns of bones near the screen.

Animals: dog.

Rarity:

• • • • • • • • • • •

General information

The MGA booth dog was the most common MGA tamagotchi model in Russia. Of course, we have not met original cases and packaging, but an analogue of the MGA puppy

could be found quite often.

Many people remember the dog at the booth as “a tamagotchi in which one could raise a dachshund” or “a tamagotchi in which one could raise three dogs”.

Statistics show that MGA Tamagotchi remember and seek out children of the nineties as often as

guaoppi pets.

Turning on the Tamagotchi

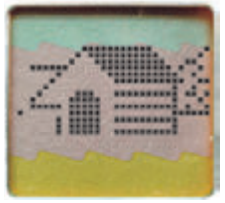
MGA pets are not born within a few minutes, as is usually the case in tamagochi.

Instead, a small intro is shown, individual for each pet, after which the pet immediately appears on the screen.

In the MGA screensaver of the dog, the puppy sits in a basket, after which a house appears, the very booth near which the puppy lives.

Menu items

All MGA pets have the same functionality. We will consider the available functions using the example of the MGA dog.



Food

In the dog model at the booth, a bone or porridge is given to choose from. If the puppy is full, he refuses to eat. The process of eating pets at MGA itself is probably the slowest in the history of Tamagotchi.

Shine

When the light is turned off in the daytime, a booth appears, and all tamagotchi is suspended: the puppy cannot get sick or leave piles, but the scales of joy and hunger will still decrease. If you turn off the light while the puppy is asleep, a "Z" icon appears at the booth.

A game

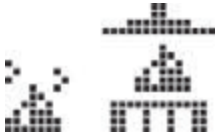
A standard game in which you have to guess which direction the pet will turn in. This game is the same everywhere. The happiness scale fills up even if the puppy loses the game.

Treatment

If the cheek becomes ill, a symbol resembling a skull appears on the screen. The disease is treated after one injection. In general, MGA pets rarely get sick.

Restroom

Despite the fact that the icon of this menu item looks like a bath, MGA pets do not use the bath. In the bath menu, you can simply remove the piles. The heaps are thrown into the trash can.



Libra

In the scale menu you can find out the age of the puppy and its weight, which for some reason is measured in grams. There are also scales of hunger, happiness and discipline. The scales are not divided into cells, but are filled with pixel stripes, so, for example, you need to play with the puppy for quite a long time in order to fill the scale completely.

Discipline

In the discipline menu, the pet is beaten with the palm, and it looks quite cruel. Contrary to the well-established tradition of Tamagotchi, discipline does not take away points of happiness. You can spank your pet ten times in a row, and he will not be upset.

At the same time, the discipline scale must be kept filled in order to grow the ideal
puppy. I don't know about others, but personally, the need to periodically beat my puppy always upsets me.

Additional features

The only documented additional
Native opportunity pets MGA is perhaps the mute. In order to turn off the sound in MGA pets, you need to open the clock and press the "right" button.

However, much more interesting is the undocumented ability to accelerate the growth of a pet. If at any time you turn the clock to 23:59 and wait a minute, then the age of the pet will increase.

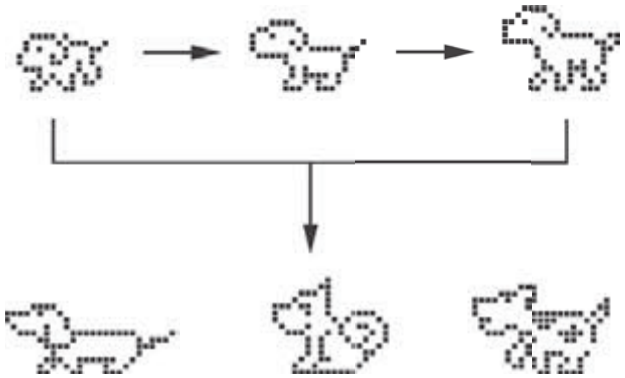
Xia for one year. Thus, any MGA can be grown to adulthood in a matter of minutes, but it is impossible to raise an ideal pet with this method.

Development features

Tamagotchi MGA are not demanding in care. They can be left unattended for a long time: although this will affect the final evolution of the pet, it will not lead to its death. In order for an MGA pet to die, it must be left unattended for at least a day.

Pet grooming affects only the latest evolution: a dog can grow into a dachshund (perfect grooming), a husky (average grooming) and a mongrel (poor grooming). The first three stages of development are always the same.

The maximum life span of MGA pets is 9 days. Regardless of care, after nine days, the pet dies.



MGA Kitten

Housing: folding oval body
orange with a cat figurine on the top.

Animals: cat.

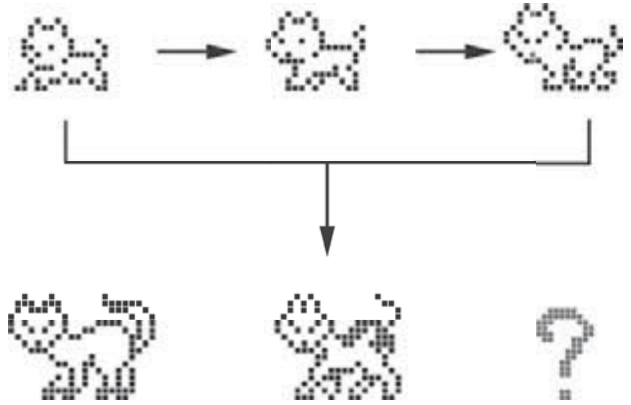
Rarity:

• • • • • • • • • • •

Development features

The MGA cat is much less common than any other MGA pet.

Functionally, the MGA cat completely repeats the MGA Puppy program described above.



MGA T-Rex Dino

Housing: white, green or purple with four buttons and the inscription "T-REX Dino" above the screen.

Animals: dinosaur.

Rarity:

• • • • • • • • • • •

general information

MGA Godzilla and MGA T-Rex Dino hold a special place in MGA's Tamagotchi lineup. Their peculiarity lies in the fact that you can never say for sure which program is hidden in the Tamagotchi with these names.

Let's start with the first version of the MGA T-Rex Dino.

This model is the most predictable and yet the most unexpected Tamagotchi Dino model from MGA. The fact is that this building is always hiding ... Akachan II. The embarrassment associated with this program, I have already described in the chapter "Apollo pets" in the paragraph "Apollo and piracy": at least Apollo, MGA and Akachan claim to be the authors of this program, except for the scattering of unknowns Chinese offices that also produced this dinosaur.

It is likely that we are wrong to call this dinosaur akachan and that it was MGA who were its authors. But that's why the Tamagotchi nano program was taken as a basis, we, alas, will never know.

MGA T-Rex / Dino by the Palm

Housing: foldable green egg-shaped case with four buttons and the inscription: "T-REX Dino" above the screen.

Animals: dinosaur.

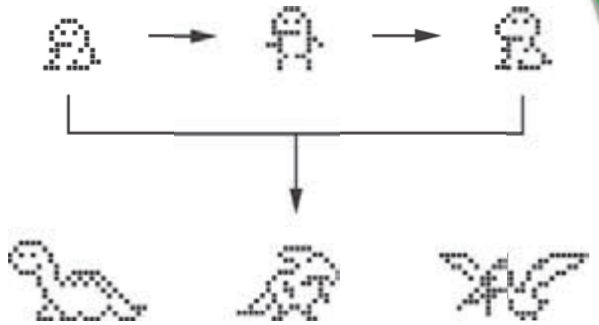
Rarity:

• • • • • • • • • • •

general information

MGA T-Rex is the second most popular tamochi from MGA, in this country it was most often called “dino by the palm”. It was produced in the VR Creatures series, in a foldable green egg-shaped case.

Its software component is identical to the MGA Puppy program described above, and it is this tamagotchi that is considered the “canonical” tamagochi dinosaur from the MGA company.



Mga godzilla

Housing: folding black egg-shaped body with four buttons and “Godzilla” lettering above the screen.

Animals: Godzilla.

Rarity:

• • • • • • • • • • •

general information

The model called MGA Godzilla shown in the photo on the left is officially licensed

Nym Tamagotchi from MGA, in which you can raise Godzilla, a fictional mutant lizard, the most popular character

many films.

Godzilla came in the same shape as the MGA T-Rex Dino discussed above - in an egg-shaped folding case. However, the body of Godzilla is made in black, above the screen and on the lid of the Tamagotchi it is written: “Godzilla”, and on the inside of the lid there is an illustration of a monster, which is different from the illustration in the MGA T-Rex.

Menu items

MGA Godzilla is modeled after the usual MGA Tamagotchi, almost all of their menu items are identical. However, his program has several significant differences that affect the entire gameplay.

Food

The food menu, at first glance, has not undergone any changes except for the accelerated animation. However, the pet does not always agree to eat. In the MGA Godzilla Tamagotchi, there is such a thing as an "activity chart" - a detailed description of the hours in which the pet can play, eat or sleep.

For example, if the chart indicates that at 10:00 a pet can play, this means that at this time it will neither be fed nor put to bed. The activity chart is different for pets up to a year and after a year: Godzilla sleeps more often until a year.

Time	Up to a year	After a year
7:00 AM	A game	A game
8:00 AM	Food	Food
10:00 AM	A game	A game
11:00 AM	Sleep	A game
12:00 Noon	A game	A game
12:30 PM	Food	Food
1:00 PM	A game	A game
4:00 PM	Sleep	Sleep
5:00 PM	A game	A game
6:00 PM	Food	Food
6:30 PM	A game	A game
8:30 PM	Sleep	Sleep

prompt

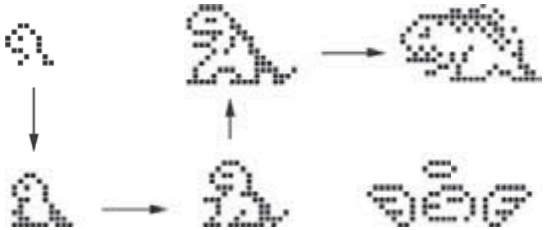
Unlike all other MGA Tamagotchi, MGA Godzilla has eight menu items instead of seven. The eighth point is located in the place of the indicator indicating that the pet needs attention. By selecting this menu item, you can find out if your pet is sick or if you need to remove waste after it. If these actions are not required, the pet will simply rejoice when this item is selected. At the same time, piles and shards are not displayed on the main screen of the Tamagotchi, and there is no call indicator: when the Tamagotchi squeaks, its needs are not visible externally.

Development features

One of the main visual differences between the official Godzilla and all other MGA Tamagotchi is the lack of a background item on the screen. The bear and the puppy from MGA have a booth in the background, the dinosaur has a palm tree, and the cat has a basket.

Godzilla, in contrast to them, is on the screen all alone and can only walk in a straight line, right and left (the rest of the pets could stop, walk on a blank screen or on a screen with a background).

MGA Godzilla also differs from its counterparts in the logic of development. All MGA pets (with the exception of the dubious MGA / akachan / apollo / whatever dino) have four stages of development and three final forms that change depending on the care of the pet. MGA Godzilla has only one branch of development.



However, when Godzilla grows to its final form, the Tamagochi stops responding to button presses. In fact, the final stage is the same as the death of a pet with good care.

If the pet does not live up to the final stage of development and dies earlier from poor care, the Godzilla angel appears on the screen, with wings and a halo over his head.

Godzilla or dino by the palm tree?

Initially, it was conceived that in a green folding egg-shaped case there would be a dino program by a palm tree, and in a black case - Godzilla's MGA. But in practice, these programs are very often confused. You can easily buy a Tamagotchi in a Godzilla box, inside which there will be a Tamagotchi in a green building. At the same time, Godzilla may be in the Tamagotchi itself. Or maybe a dino by the palm tree. That's how lucky.

The same goes for the black case and the boxes labeled "MGA VR Creatures T-Rex". There are no identifying signs of programs in the final corpus, and it turns out that the buyer always takes a pig in a poke.

MGA Uno ffi cial Godzilla

Housing: folding painted egg-shaped body with four green buttons. There are no inscriptions on the case.

Animals: Godzilla.

Rarity:

• • • • • • • • • • •

general information

In the previous paragraph, I did not accidentally emphasize that the MGA Godzilla in a folding black case is the official licensed version of Godzilla. The fact is that, in addition to it, there is also an unlicensed version.

Haven't you got tired of the same phrase throughout the entire book? I hope not, because I have to say it

again: it is still not clear who and why released this tamagotchi.

We only know that there is an MGA Godzilla,
which was published without the consent of the authors of the Japanese monster. Which Tamagotchi was released first - official or unofficial - is also unknown.

Unlicensed Godzill
la was produced in a folding case in the same shape as the licensed one, however

it was painted more complex than all Tamagotchi from MGA, produced
ever
bo: when folded, the body looks like a real egg with cracks and abrasions.

A brown lace was included with the Tamagotchi,
which replaced the ball chain.

The packaging in which the Godzilla Tamagotchi was sold did not resemble the classic packaging from MGA.

Godzilla is programmatically
It is a copy of the second Akachan, MGA Tirex, as well as all Tamagotchi nano. Here only the animation of birth has been replaced, in which

the swarm is shown as Godzilla attacks the city, as well as the pet itself. As for the rest, this is the nano program we are accustomed to, although it is one of the rarest modifications of it.

Puppy in a trolley

Animals: dog.

Rarity:

• • • • • • • • • • •

general information

The Tamagotchi, known as the “puppy in the cart”, is a very common virtual pet: in the nineties it could be found in dozens of different buildings. It has no official title or authors; most often this tamagochi can be found under the erroneous name “Petogotchi Puppy”. Why did I put an unnamed Tamagotchi in the chapter on MGA Tamagotchi?

The fact is that the puppy in the cart is a modified program of the official
Godzilla from MGA. It is identical to the Godzilla program except for the pet: instead of the Japanese monster, you can raise a puppy here. The sound of the tamagotchi is also slightly different: the melodies coincide with the melodies of the MGA, however, in the puppy in the cart, all the sounds are several tones lower.

A puppy in a cart is often found in the enclosures of the MGA Puppy counterparts. One of the most famous bodies of this tamagotchi - the body in the form of a white, blue or pink box - is also the body of the analogue of a puppy at the box (MGA Puppy). By external

By the type of packaging and body, it is almost impossible to distinguish which of the two programs is hidden inside the tamagochi.

The intrigue is also added by the fact that the puppy-in-cart program is sometimes found in the original cases and packaging of the MGA puppy from the VR Creatures series.

One would assume that the authors of this funny fake were simply able to copy the appearance of the tamagochi and packaging of the real MGA Puppy, but the packaging is made so flawlessly that it is difficult to believe that it is just a fake.

Accordingly, the puppy in the cart -
it is either a strange program from the company itself MGA, never mentioned officially, or - a fake of perfect quality. Indeed, as it was mentioned more than once in the book, we will hardly ever know.

The puppy in the cart was mimicking not only MGA. There is a rather rare model of a puppy in a cart, which is made in the style of Guaoppi. And the box, and the case, and the instructions inside, and even the name - Bowppi - are stylized as single pets from the guaoppi.

Turning on the Tamagotchi

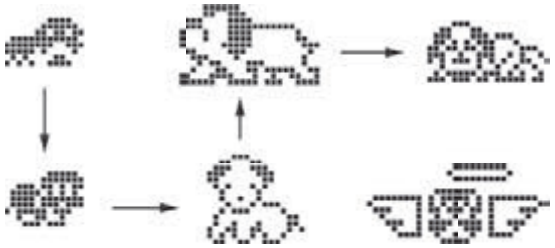
The puppy in the cart is trying very well to be like the MGA tamagotchi, even the animation of the birth is made in the style of this line: the animation of the puppy riding in the cart is repeated for several seconds, after which the house and the pet itself appear. As you might guess, the Tamagotchi were nicknamed “the puppy in the cart” precisely because of this animation.

Menu items
All icons of the puppy's menu at the kennel look exactly the same as the Tamagotchi icons in the MGA line. The activity schedule also coincides with Godzilla's schedule: for example, at 10:00 the puppy will refuse to eat, and at 16:00 he will go to bed.

There is no attention icon, in its place is the same hint menu, when selected, heaps, diseases, or a joyful pet appear on the screen if all its statuses are in order.

Development features
The development logic, like all other functionality, is completely copied from Godzilla from MGA. The puppy develops only one branch, and as soon as the pet reaches the final stage of development, all buttons are blocked. At the same time, even an angel puppy that appears when a pet dies is practically copied from Godzilla's angel.

Taking into account the high-quality imitation of the MGA program and the fact that it is still not clear who is the author of this tamagotchi, the chuck in the cart is a very interesting virtual pet worth a purchase.



Mga bunny

Housing: folding oval pink body with a rabbit figurine on the top.

Animals: rabbit.

Rarity:
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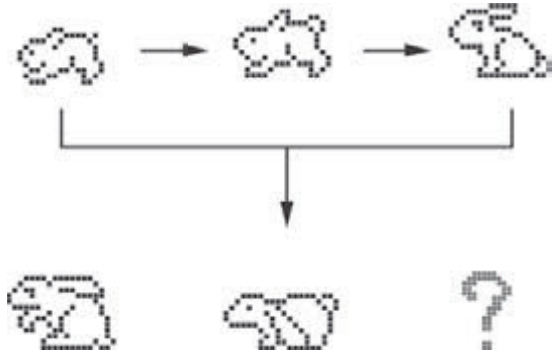
Development features
Functionally MGA rabbit completely repeats the program MGA Puppy described above.

Feature MGA Bunny and MGA Kitten is the extreme difficulty of obtaining the third option for the development of pets.



MGA Mermaid

Housing: foldable purple shell-shaped body; pink egg-shaped body with “Mermaid” inscription above the screen.

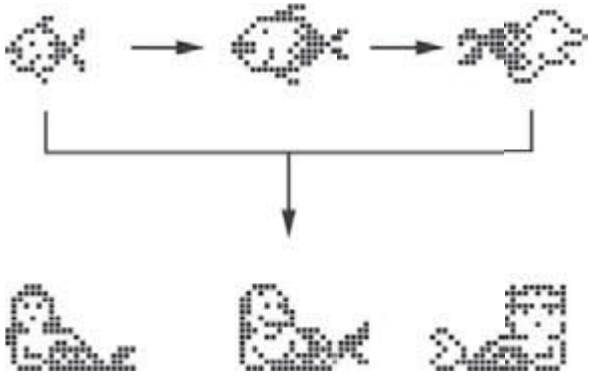
Animals: mermaid.

Rarity:

• • • • • • • • • • •

Development features

Functionally, MGA mermaid completely repeats the MGA Puppy program described above. So far, the mermaid is the only Tamagotchi found from the VR Creatures series, sold in its original MGA packaging in a non-folding frame.



MGA Penguin

Housing: transparent oval body
orange with "Penguin" written above the screen.

Animals: penguin.

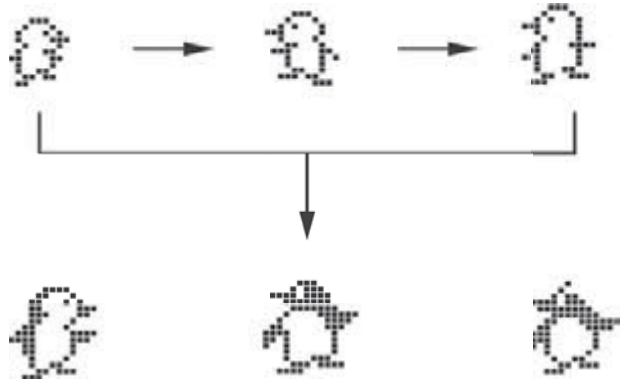
Rarity:

• • • • • • • • • • •

Development features

MGA Penguin and MGA Bear are exclusive MGA Tamagotchi, produced only in the VR Digi-Beanies series.

Functionally, MGA Penguin completely repeats the MGA Puppy program described above.



Mga bear

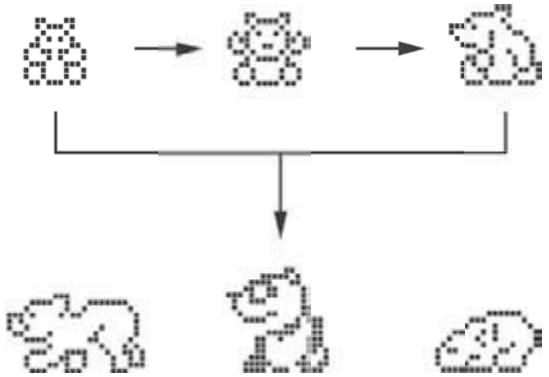
Housing: body in the form of a blot of violet or orange color with the inscription "Bear" above the screen and two bear heads on the sides of the screen

Animals: bear.

Rarity:

• • • • • • • • • • •

Development features
Functionally, the MGA bear completely repeats the MGA Puppy program described above.



MGA Lotsa Pets

Housing: oval transparent body in white with the inscription "Lotsa Pets" above the screen.

Animals: bear, penguin, dog.

Rarity:

• • • • • • • • • • •

General information
Lotsa Pets - the only multi-pet with MGA program.

It was produced both by the MGA company itself and by the Chinese in analogs in the form of beetles.

Immediately after switching on Tamagotchi you need to take one of three pets: a penguin, a dog or a bear. During the game itself cannot change pets, therefore, in order to select another character, you must restart the Tamagotchi.

In general, lota pets does not differ from all other tamagotchi from MGA. The only significant feature is that this Tamagotchi has the ability to name your pet.

My virtual baby

Housing: oval body in pink or blue with “My Baby” (or “My Virtual Baby”) written above the screen, hand and foot prints on the sides and four buttons below the screen.

Animals: man.

Rarity:

• • • • • • • • • • •

general information

My Virtual Baby is known as an improved analogue of the Nano Baby and is most often referred to the Tamagotchi nano family. The original My Virtual Baby was not sold in Russia - officially, this Tamagotchi model was sold only on the territoria of Australia. It is because of the limited area of distribution about My Virtual Baby for a very long time there was almost no information, except that the Tamagotchi is very similar to nano.

In fact, the original My Virtual Baby Tamagotchi was sold by MGA and officially had nothing to do with the Nano (despite the fact that in software it really is an analogue of the nano baby). In Russia, the My Virtual Baby program was found only in the form of its Chinese counterparts. The Chinese analogue of the analogue of the original analogue of the Tamagotchi from Bandai - such, truly, could only be in This Country.

In addition to the standard instructions, the Tamagotchi also came with a toy birth certificate, which could include the name of the newborn, date of birth and his Social Security Number, which is generated in the Tamagotchi at birth.

Turning on the Tamagotchi

When you turn on My Virtual Baby, a short intro is shown. It shows the wedding of the parents of the unborn child, as well as the pregnant mother who is being taken to the hospital.

The doctor and the child appear on the screen, and then a message indicating the gender of the newborn is displayed: “This is a boy!” - in case of the birth of a boy or "This is a girl!" - in case of the birth of a girl. The gender of the child is randomly selected by the program.

Menu items

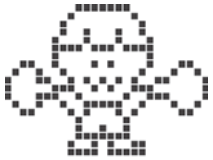
My Baby not only copies the functionality of the Nano Baby, but also complements it. There are two new menu items here: study and physical education. The games menu has also undergone a complete overhaul.

Study

The child reads a book and improves his level of education. The study menu is not available until the child is 5 years old. You can study no more than twice a day, each lesson increases the education index by 1 unit. Education is one of the key factors in a child's development.

Physical Education

In this menu item, the child is engaged in physical exercises. The type of exercise depends on the gender of the child: the girl jumps over the rope, and the boy lifts the barbell (a toddler lifting the barbell causes special admiration). Each exercise increases the health index by 3 points.



Games

Unlike Nano Baby, the MGA version has three games available in the games menu, which are completely different from nano games and are quite distinctive in general.

Game 1 - shooter. In it, you need to shoot at a flying saucer until its stamina bar becomes empty.

Game 2 - tic-tac-toe, in which you need to succumb to the tamagotchi in at least three rounds out of five.

Game 3 - an analogue of Tetris, in which the figures do not consist of four blocks, but of two or three, which is not surprising given the size of the Tamagotchi screen.

Libra

The scale menu is different from the nano scale: in My Virtual Baby, the scales consist of five cells. Here you can find out your child's name and social security number, see how old they are and how much they weigh, and check their discipline, health, joy, satiety and education scales.

Each scale consists of 5 hearts, and each heart is equal to 5 units. Accordingly, each scale can be filled up to 25 units.

Additional features

Little-known fact: My Virtual Baby Tamagotchi can be paused. To do this, you need to turn on the scale display mode, then press the "left" and "enter" buttons. All functions of the Tamagotchi are suspended, but the clock is not lost and does not need to be adjusted after exiting the pause mode.

In order to continue the game, you need to press "enter" one more time.

Development features

If in the original Tamagotchi nano a child grew up to three years old and returned to his parents, then in this analogue there is an opportunity to grow an adult from a child.

There are four stages in the development of a Virtual Baby: infant (0 to 4 years old), child (5 to 10 years old), teenager (11 to 18 years old), and adult. The animation of the child changes every year; When a child turns five years old, there are several changes in the Tamagotchi at once:

- the available food changes: instead of a nipple and a pacifier, candy and juice appear;
- the animation of the toilet changes: before the age of five, the child is changed his diaper, after that the child uses the toilet;
- from the age of five, the training menu becomes available.

At the age of 18, a child grows into a person of a certain profession. A boy can become a doctor, a policeman, or a sheriff; a girl can become a teacher, nurse, or waitress. The type of profession depends on how many educational points the child received.

Boy	Girl	Glasses
Doctor	The teacher	22 - 25
Policeman	Nurse	16 - 21
Cook	Waitress	0 - 15

Analogs to MGA

Original Tamagotchi companies
neither MGA met in Russia scornfully rarely, but

their counterparts were quite widespread.

Often MGA analogs were produced in packages in large packages in the form of Mickey Mouse or Pikachu. Any program can be found in such cases

MGA, excluding MGA Godzilla.

The most common MGA analogue is the MGA Puppy analogue. It can be found in housings in the form of houses, drops and eggs.

The second most popular analogue is the analogue of MGA Dino. The rarest at the same time are analogs MGA Kitten and MGA Bunny.

Tamagotchi MGA are appreciated all over the world not only for their rarity, but also for their adorable pets, which
can be brought up in these tamagotchi, non-linear development and simplicity.

Глава 7.

Jonny Pets

general information

Johnny Pets is one of the most mysterious Tamagotchi lines.

If in the previous tamagotchi discussed in the book, it was possible to track who their author was, when and where production began, and what analogues were created after, then in Johnny's Tamagotchi it is impossible to establish practically nothing of this information. With them, everything is so unclear that it is even difficult to explain why they are called exactly johnny. But I'll try.

There is a well-known brand Jonny Cat, which has been selling for more than twenty years ... cat litter. In the late nineties, in order to attract attention, the company selling this filler decided to release its Tamagotchi and sell it along with the main products as a promotional campaign.

On the box and on the Tamagotchi itself, a black and white cat, the company's mascot, was painted, and the Tamagotchi itself was called Jonny Cat Virtual Reality Pet.

And, in fact, this is where the story ends. No more Jonny Cat-branded Tamagotchi were released. However, the program that was in this Tamagotchi and its variations were often found in other virtual

toms, which were produced by unnamed companies in completely different cases and under different names. That is why there was a misunderstanding on the part of the Tamagotchi community: many thought that in the name of the Tamagotchi “Jonny Cat”, by analogy, for example, with Dinki Dino, the first word is the name of the Tamagotchi series, and the second is an indicator of what is in the Tamagotchi. the cat lives.

Since then, Tamagotchi with such a program have been called Jonny pets - Johnny pets. Despite the fact that it is still unclear who is the author of the program and how exactly to classify this line of Tamagotchi, it is impossible to pass by it: the program was quite common among virtual pets of the nineties.

The line includes five models: the original johnny cat, johnny dinosaur, johnny panda, johnny puppy, produced in completely different cases with unexpected names, as well as multiet johnny 8-in-1.

In addition, there is a special johnny, johnny man (aka johnny alien and johnny chick), who cannot be ranked as either relative originals of johnny pets or fakes for johnny.

Jonny Cat

Housing: red body with black cat paws on the body and the inscription "Jonny Cat ®" under the screen.

Animals: cat.

Rarity:

• • • • • • • • • • •

General information

Johnny the cat is considered the founder of the Johnny series of pets. Unlike the rest of the Tamagotchi of this line, in the case of Johnny the Cat we can speak of the conditional originality of the Tamagotchi.

Johnny's cat body is made in the form of classic Tamagotchi from the Giga Pets line, which have never been in this Country. The original johnny cat has never been seen in Russia either.

Turning on the Tamagotchi

Many tamagotchi with Johnny's program do not turn on after removing the protective membrane or inserting new batteries: instead of the birth animation, garbage from random pixels and icons appears. In order for the game to start successfully, you need to press the "reset" button on the back of the Tamagotchi.

The peculiarity of Johnny's programs is also in such a simple and familiar action as setting the time. If you set only hours or only minutes, the game will not start either, and the time will be reset. This means that the Tamagotchi cannot be started at the beginning of the hour,

for example, at 9:00, it is necessary to set both hours and minutes at the same time, minutes must be different from zero.

When you turn on the Tamagotchi, a courtyard and an animated cat appear on the screen. After setting the clock, the birth process starts, which is most inappropriate and strange in the entire history of Tamagotchi: a cat is hit by a passing truck. After that, a small newborn kitten appears on the screen as if nothing had happened.

I don't know about you, but I would really like to talk with the authors.

Menu items

Food

Johnny the cat has four types of dishes: fish, a nipple with milk, a mug of beer (you could write that this is a mug of soda, but after the truck I would not be surprised at anything) and waffles. Fish and milk are the main dishes, beer and waffles are delicacies.

With each main meal eaten, the satiety level increases by 2 units, and the pet's weight increases by 1 kilogram. If you give your pet a treat, its level of happiness will increase by one unit, and its weight by two units.

Shine

Johnny's pets automatically go to bed at 21:00 and wake up at 9:00. At the same time, if you turn off the light from 21:00 to 21:15, the pet's education level will increase by one unit. The level of education will also increase if you manage to turn on the lights in the morning, from 9:00 to 9:15. "Sleep is good for the brain!" (*English* "Sleep is good for the brain!") - explains the instruction.

Games

A game, submitted in original Johnny the cat, one - "Rock - paper scissors". Before starting the game, the introductory inscription "START", which is often absent in analogs of this Tamagotchi, flashes.

The game itself consists of the classic five rounds, in which you need to succumb to the pet three times or more. The result is not chosen randomly: you can always guess and choose the figure that will lead to a win.

Sport

The cat raises the barbell (no matter how strange it may sound). With each lesson, the health level increases by 1 unit, the satiety level decreases by two units, and the weight decreases by 2 kilograms.

Treatment

A pet gets sick if its health level falls below 4 units, as well as when it weighs less than 5 kilograms or more than 96 kilograms. When healed, the skull disappears from the screen, the health level increases by two units, the happiness level decreases by one unit.

Restroom

It is necessary to remove the piles within the first 15 minutes after appearing on the screen, otherwise the level of joy will decrease by 2 units.

Libra

The scale menu contains information about the level of education, satiety, health, joy and intelligence of the pet.

Scales are not subdivided into cells, therefore they are measured in units. The scale's main screen displays the kitten's age and weight.

Discipline

The discipline item is active when the pet calls the owner for no reason. It is curious that the level of joy does not decrease, but the level of education rises by 1 unit.

stroll

If guaoppi are remembered for the weather function and super-mode, and dinky

- for the air conditioner, then Johnny's Tamagotchi is remembered for the opportunity to take the pet for a walk. With the help of this menu item, you can send the kitten for a walk, from which he returns in an hour. Education and intelligence levels increase by 1 unit.

However, walking can be dangerous: if you send your pet for a walk after 19:00, its intelligence level will drop by 5 points, and the pet itself may not return at all. The pet does not return from a walk even when the level of its joy is below 6 units. This menu item is located behind the attention sign.

Development features

The Jonny Cat kit does not include a separate instruction manual: a description of the main functions is printed on the back of the package. However, many analogs of Johnny's pets are accompanied by instructions, often more detailed than instructions for all other virtual pets. That is why the logic of changing the statuses of Johnny's pets is known more accurately and in detail than most Tamagotchi.

Here are some of the well-known rules:

- after the pet wakes up in the morning, its weight automatically decreases by 3 kilograms, and the levels of health and happiness decrease by 2 units;
- when the hunger level is below 5 units, the health level is automatically reduced by half every hour until it reaches zero, or until the hunger level is above 5;
- the pet goes to the toilet an hour after it has eaten 6 main dishes or 6 treats in succession;
- the pet gets sick at least once a day when it is in

stages of infancy. At the same time, the level of his health is automatically reduced by 3 units;

- when a pet is in its old age, its health level decreases very quickly. It is necessary to pay special attention to health at this stage of development.

The life of a pet is at risk in the following cases:

- his health level is 0;
- pet weight is 0 kilograms or 99 kilograms;
- the pet's age is 99 years.

Optimal statuses for a pet's life:

- health level must be more than 7 units;
- the level of education must be more than 4 units;
- intelligence level must be more than 7 units;
- the level of happiness must be more than 7 units;
- The weight of a child should be from 10 to 29 kilograms, a teenager and an adult - from 40 to 59 kilograms, an old man - from 70 to 89 kilograms.

Johnny's pets develop very slowly and change only three times, while they are very demanding and die quickly with poor care. Pet development itself depends on the quality of care and on the combination of all its statuses.

Despite the fact that a detailed description of the logic for changing the statuses of johnny pets was printed in the instructions for every second analogue of johnny, detailed growth charts have never been met. I would not be surprised if I find out that the authors of the instructions simply did not have the patience to raise the Johnny cat to all its final forms - just as I did not have the patience either.

Therefore, I entrust the compilation of the growth chart of all Johnny's pets to the most patient readers who will not throw the Tamagotchi into the far corner after the hundredth unsuccessful attempt. I believe in you much more than in myself.

Nakamichi pets

Housing: oval body in orange, green, blue or red with three buttons and the inscription "Nakamichi Dino" (or "Nakamichi Puppy" in the version with a puppy) above the screen.

Animals: dinosaur (there is a model with a puppy).

Rarity:

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general information
The original Johnny's line of pets consists of just one Tamagotchi, Jonny Cat.

Johnny the cat is considered the only original Johnny - Tamagotchi, from which the whole Johnny series began. However, the Johnny Cat program is stripped down rather than complete: many of the features implemented in the rest of Johnny's pet lines are not reflected in the original.

There are two of the most common Johnny series: Nakamichi Pets and Brick & Pet 38-in-1. The first one consists of only two models: dinosaur nakamichi and puppy nakamichi. Both tamochi work on the same program and completely repeat the functionality of Johnny Cat.

Brick & Pet 38-in-1

Housing: opaque body of white, yellow or blue color with four buttons and the inscription "38 in 1 brick & pet" above the screen. There is also a translucent orange or green body.

Animals: dog (there are versions with a panda and a dinosaur).

Rarity:

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general information
The Brick & Pet 38-in-1 line consists of three tamagotchi: johnny the dog, johnny the dinosaur and johnny panda.
All
they work on the same program and differ only in the animals being raised.

The body of each Tamagotchi from this series is made in the shape of a dog's head, regardless of which pet is in the Tamagotchi. You can determine what kind of animal is inside by the drawings on the body: the body of the puppy is decorated with traces of blue paws on the “ears” of the body, the body of a panda - with a panda icon above the screen, the body of a dinosaur

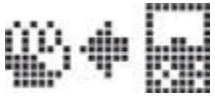
- dinosaur pictogram above the screen.

It is noteworthy that the Brick & Pet 38-in-1 version with a puppy occurs many times more often than other pets in the series.

Menu items
The Brick & Pet 38-in-1 series has the most complete Johnny program of all Johnny's pet lines, original and non-original.

The main difference between this program and most analogs of single pets johnny lies in the most complete game menu.

Games
The game item consists of two sub-items.



In the first sub-item is the classic johnny game "Rock - paper - scissors", described above. But in the second sub-paragraph hides ... Tetris!

Tamagotchi instruction states
that in this sub-menu there are 38 games. This is, of course, an exaggeration: independent games

here 5 (which in itself is practically a record!), but each of these games has levels. If you count them, then in total it turns out that there are 38 different levels in total.

All games here are classic
some examples of games from Tetris. It's funny that in these games the action does not take place on the entire screen. Instead, a Tetris "glass" appears, inside which all the games unfold. The game number and the number of lives remaining are displayed next to this glass.

Let's take a look at each of the five games.

Games 1-8: car races - simple races in a straight line, in which you need to dodge other participants in the competition on a racing car.

Games 9-16: arkanoid - the ball bounces off a small platform and breaks all the bricks that fall on the way.

Games 17-24: shooting - similar to Tetris, it is necessary to destroy strips of blocks on the screen, but instead of falling figures, the player must shoot single blocks into the necessary gaps.

Games 25–32: Frog Street (no adapted Russian name) is a game in which you need to help a small black dot, a “frog,” jump over obstacle lanes.

Games 33–38: Tetris is an ordinary Tetris in which you need to put the figures falling into the glass in neat rows.

In each of the games there are also sublevels in which the difficulty or speed of the game changes.

It is by the number of games that the Tamagotchi is called Brick & Pet 38-in-1, and not by the number of pets in the program, as one might think.

Johnny's other pets

Rarity:

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general information

In addition to the two relatively original series "Nakamichi Pets" and "Brick & Pet 38-in-1", there are other single johnny, which were published in various corpuses by anonymous companies.

Of all Johnny's pets, one can only meet Johnny the puppy, Johnny the cat, Johnny the panda and Johnny the dinosaur.

Johnny panda and johnny the cat come across in oval bodies, hitorikko bodies, and large cat face-shaped bodies. Johnny Dino - in hitorikko and rectangular cases. Johnny's puppy is the rarest among all single johnny's, in the nineties it could only be found in dinky dino and hitorikko buildings.

Also, all single pets are found in bodies similar to the body of the original Johnny Cat.

Often the analogs of Johnny's pets have some visual differences, for example, vertical menu items, a different list of dishes in the food menu, or their own games.

Jonny 8-in-1

Housing: pink, white, red or yellow with four signed buttons under the screen.

Animals: dinosaur, dog, cat, chicken, whale, panda, monkey, penguin.

Rarity:

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general information

The tamagotchi-multiet with the Johnny program was released under two names: "Ella Ballerina & Friends Virtual Pet" and "CyberPet 8-in-1".

These two versions differ from each other.
hectares only in appearance: CyberPet were produced in red, yellow and white cases, and Ella Ballerina - only in pink cases, with white flowers on the sides and a sticker above the screen. Functionally, these tamagchoi are identical.

The CyberPet 8-in-1 was published by Halsall Toys International. There is some information about the version of Ella Ballerina, but in general it is very vague.

Ella Ballerina & Friends is a series of children's cosmetics owned by Avon. The mascot of this series is a ballerina girl and her animals. Not only children's shampoos, lipsticks and perfumes, but also cameras, bags and other paraphernalia were sold with images of the little ballerina Ella. Under the same brand and was

the analogue of multiet johnny was released.

Johnny 8-in-1 should not be confused with the Chinese version of the Ella Ballerina & Friends Virtual Pet Tamagotchi with the 49-in-1 program (this program is discussed in detail in the Chinagotchi chapter).

Turning on the Tamagotchi

When turned on, a choice of eight animals is provided. Each of them has its own birth animation.

Curiously, this animation completely coincides with the birth animations from single johnny pets released by third parties.

Menu items

In general, 8-in-1 johnny is very similar to single johnny, they have the same logic of status change and development. But there are some functional differences.

Games

Just like the considered series "Brick & Pet 38-in-1", multipet johnny contains two types of games: "rock-paper-scissors" and games from Tetris.

Each type of game is designated by a letter from A to V, each level of the game - by a number (the number of levels in Johnny 8-in-1 is many times greater than the number of Brick & Pet 38-in-1 levels: here there are 816). Apart from this, there are two additional games, Shoothing Brick and Snake.

D Games: snake - a small snake should eat frogs and grow longer (2 levels).

F games: Shoothing brick (no adapted Russian name) (2 levels) - it is necessary to shoot

Shoot bricks falling from above before they touch the bottom of the screen.

Sport

Sports attendance function

It is in all Johnny's pets, but in Johnny's Multipet it is implemented in a special way.

Many, when they first met Johnny 8-in-1, note that something is ringing inside the Tamagotchi, as if some part has come off inside the keychain itself and is now dangling uncontrollably. In fact, this is not a defect - it is a special sensor that helps to realize the unique functionality of the tamagochi in the sport menu item.

The fact is that if you just select the sports menu, a hand with a barbell (or the pet itself with a barbell) will appear on the screen, and absolutely nothing happens. However, if you shake the Tamagotchi, the hand will begin to raise this bar: the sensor converts the shaking of the Tamagotchi into an impulse, after which the Tamagotchi program considers that the bar is “raised”. Thus, the owner of the Tamagotchi helps his pet to lift the barbell.

Such features are extremely rare in virtual pets (the closest example is Hana Hana Mi and its light sensor), but vintage Tamagotchi from Bandai often had special sensors that supplement the Tamagotchi gameplay with new functions.

Connect

The main feature of Johnny 8-in-1, which distinguishes him from all other versions of Johnny Pets, is the ability to connect two Tamagotchi to each other and play a common game.

In order to connect the Tamagotchi, it is necessary to connect their contact pads, located on the legs of the Tamagotchi, and select this menu item.

Since the contacts are not fixed in any way when connected, sometimes it is very difficult to connect two Tamagotchi to each other.

Unfortunately, such a joint game ends with joy only for one of the Tamagotchi. The losing pet dies.

Emotions

In the multiet johnny, unlike all single johnny, there is no walk function: instead of it, a menu item has been added that illustrates the emotions of the Tamagotchi. When selected, the pet's large eyes and mouth appear on the screen. By the expression of these eyes, you can understand what the pet's mood is at the moment.

Cute cute / cyberbaby

Housing: pink, white, red or yellow with four signed buttons below the screen.

Animals: human / alien / chicken.

Rarity:

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general information

There are 8 tamagotchi, which are considered the “official” pets of johnny, all of them are present in the already reviewed johnny 8-in-1. However, there is a tamagotchi that repeats Johnny's program, but with a completely outside character.

In essence, what appears on the screen is difficult to say who exactly is being raised in this type of Tamagotchi: even the authors themselves cannot figure out what kind of pet is growing in their program. In some models it is written that a person grows up in these tamagotchi, in others - an alien, in the third - a chicken. People often call such a program like that: "johnny human / alien".

Johnny the human looks more primitive than all other pets from Johnny, although in general he is very similar to ordinary Johnny.

You can find this tamagotchi on sale under the names “Cute Cute” and “CyberBaby”, most often - in a standard egg-shaped body with a chicken or in a house-shaped body.

Глава 8.

Odd Pets

general information

In the previous chapters, the main series of Tamagotchi sold in This Country were reviewed. However, in addition to them, many mini-series were produced, the model range of which consisted of two or three Tamagotchi. Sometimes we came across completely single original virtual pets that did not belong to any of the famous Tamagotchi series.

The Most Complete Incomplete Tamagotchi Encyclopedia would be even more incomplete if these mini-series were ignored. That is why they are highlighted in a separate chapter called “Odd pets”.

The expression “odd pets” is synonymous with “virtual pets” in the countries where the original Bandai Tamagotchi were sold.

In This Country, the strange virtual pets were those tamagotchi who could not possibly be ranked among the most common series. And, as mentioned above, there were, if not infinite, then almost infinitely many such tamagotchi, and it is impossible to consider each of them. But you can consider the most famous of them.

Which is what we'll do in this chapter.

Mini Pets 8-in-1/16-in-1

Rarity:

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general information

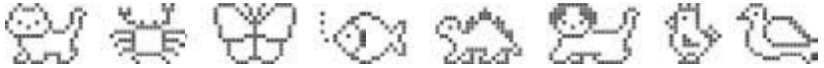
Mini Pets are often referred to as Chinese gochi due to the primitiveness of the program and the simplicity of the development of animals. Subsequently, on the basis of the mini pets program, a lot of Chinese people of varying degrees of simplification were made.

Nevertheless, mini pets are of much higher quality than most Chinese tamagotchi, and you can really raise the proposed pets in it.

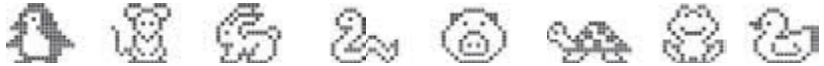
Precisely due to the fact that mini pets became the ancestor of many Chinese, that is *original* in a sense of the word, I put it in this chapter. Although in essence Mini Pets

Is just an early type of Chinese Tamagotchi.

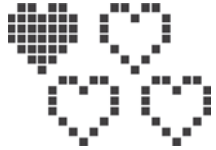
Two modifications of the Mini Pets Tamagotchi were released: 8-in-1 and 16-in-1, which differed from each other only in the number of animals. The 8-in-1 mini pets program included, as you might guess, 8 animals: a chicken, a puppy, a fish, a crab, a butterfly, a cat, a dinosaur and a pigeon.



In the 16-in-1 mini pets, in addition to the 8-in-1 animals, 8 new pets were added: penguin, mouse, rabbit, snake, pig, turtle, frog, duck.



Pets in mini pets are shown very schematically, and almost all sound design is copied from the tamagotchi of the guaoppi series.



Menu items

A funny feature of mini pets is that all the usual status bars, such as food or mood bars, are not located in the scale menu. When you select food, game and entertainment functions, the corresponding scale appears on the screen.

Food

The food menu has a choice of porridge, water or candy. One plate of porridge fills one slot in the satiety scale, the rest of the dishes add the pet's weight. The animation, as well as the food itself, is always the same for all pets and for all evolutionary forms.

Game 1

This is a classic five-round game in which you have to guess which direction your pet will turn in.

Music

When you select this menu item, the pet listens to music. There are four melodies in tamogochi that are always played in the same order. Music has its own scale, with each listening to the melody one of the cells is filled.

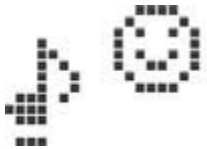
Game 2

In this game, the dice rotates, and you need to guess which number will fall out when it stops. When you press the first

buttons select small values (from one to three), by pressing the second - large (from four to six). Both games have individual scales.

Dance

This menu item is similar to listening to music. The only difference is the animation on the screen: if a note and a smiling face jump on the screen at the sound of music, then in the dance menu there are two legs that “dance” to the same four melodies.



Cleaning

Selected when a bunch appears on the screen. If you do not clean up for a long time

Tomz, he gets sick. There is no cleaning animation.

Treatment

Selected when a skull appears on the screen, indicating a pet's illness.

There is also no animation.

Libra

Despite the fact that all status scales find-

Xia in their menu items,

there is still a menu of scales in mini pets. It has only two screens: the first shows the pet's age, the second shows its weight.

Shine

The light must be turned off when the pet goes to sleep. Also, the light can be turned off at any other time, while the pet will not call for help, and the screen will turn completely black.

Development features

Mini pets 8-in-1 have five stages of development. In mini pets 16-in-1, the growth chart was reduced to three developmental stages (infant - adult - adult pet). Mini pet pets always develop along the same path, regardless of leaving.

My baby pets

Models:

My Virtual Reality Puppy: ••••

My Baby Dinosaur: ••••

My Baby Bat: ••••••••

My Baby Bear: •••••••••

general information

The My Baby Pets Tamagotchi series consists of four models: My Virtual Reality Puppy / Poochie Puppy (puppy), My Baby Dinosaur (dinosaur), My Baby Bat / Itty Bitty Bat (bat) and My Baby Bear / My Honey Bear (bear) ... All of them, with the exception of the bat, were produced in non-standard egg-shaped cases with a voluminous pet figure in the upper part. The bat was produced in an egg-shaped case with a voluminous bat pattern around the screen.

Besides classical forms, these models were often sold in the form of watches: the case remained unchanged, but a bracelet could be attached to the back, with the help of which the tamagotchi were transformed into

Wrist Watch.

The puppy and dinosaur from this series were also produced in white and pink cases of the wrong
forms, without a single drawing or identification mark.

All versions of the cases for these Tamagotchi use non-standard batteries: instead of

the usual two LR44 batteries, you must install one CR2032 battery in them.

This battery was used
mostly in late black
but white models of real tamagotchi from Bandai, in the overwhelming majority of virtual pets such batteries were not found.

My Baby Pets are virtual pets with basic functionality. They do not have any special features, such as speeding up time or a photo album, they are simple and straightforward. We can say that the Tamagotchi of this series are the classic representatives of the average virtual pets. They are more complex than hitorikko, but simpler than guaoppi, they have a lot of cute animations, but few options for the development of animals.

In general, many people loved these Tamagotchi in the nineties and still love it. The rarest and most elaborate model in the series - the circus bear
- is considered one of the most valuable collection Tamagotchi.

Menu items

Despite the fact that all four models run on the same program, have the same menu items and similar development logic, each of them has its own unique features. Basically, these differences relate to the food menu and games.

Libra

The first menu icon in the Tamagotchi is the scales menu. In it you can find out the age and weight of the pet, as well as look at its scales of happiness, education and satiety. Above the last scale are pictograms of dishes from the food menu, each pet has its own.

Food

Each pet has its own set of dishes in the food menu. The puppy can be fed with bone and candy, dinosaur

- candy and porridge, and a bat - a worm or a leaf. The circus bear is the only tamagotchi in the My Baby Pets series that has a choice of not two, but four dishes: hamburger, candy, noodles and water.

A game

The game menu, as well as the food menu, is individual for each pet. Dinosaur guesses how many faces will appear on the screen

- one or two. The circus bear is playing a rock-paper-scissors game. The games of a puppy and a bat are similar: you need to guess in which direction the puppy will turn and in which direction the mouse will point with its paw. In this case, it is necessary to choose the opposite side: if the pet turns to the left, to win, you need to choose the right side.

All My Baby Pets models have only one game and this game has no rounds.

Love

A funny menu item, characteristic only of the Tamagotchi in this series, is the love item. In fact, it is a function of attention to the pet, but in all the instructions for these tamagotchi the authors stubbornly call the item “love”.

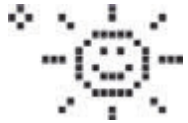
When choosing it, the pet will either smile or cry. The latter means that at the moment he does not need attention - or, according to the instructions, *he doesn't need your love.* It happens.

Education

Not a form of punishment - the pet just reads the book. You must exit this menu item manually, otherwise the pet will read endlessly.

Cleaning

Heaps are never shown on the main screen. They become visible if you hover over the cleaning menu item. All four Tamagotchi use a flapping toilet lid animation.



Pajamas

The pet needs time to put on pajamas before he goes to bed. Pajamas can only be worn in the evening, and if you do not have time to do this before bedtime, the pet will get sick, because, according to the instructions, it will freeze at night.

This feature works differently in Poochie Puppy. You can also take off and put on clothes in it, but not in order not to catch a cold in a dream. In the model with a puppy, weather exists, and the jacket must be worn when the weather deteriorates.

Shine

It must be turned off when the pet goes to bed. The light off menu, like almost all menu items, visually differs slightly in different My Baby Pets models, but at the same time they have the same functionality. For example, items

My Baby Dino's menus look very schematic, in later models they become more detailed.

Treatment

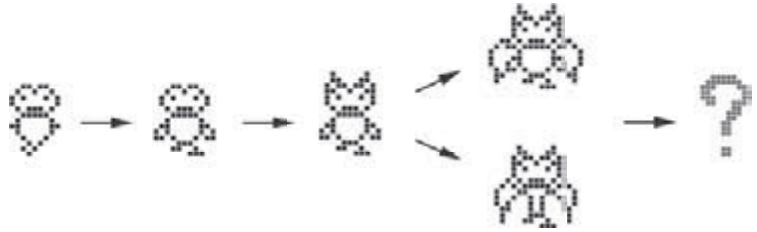
For some reason, the cure menu in this Tamagotchi series is located behind the light off point. Usage is standard: it is necessary to cure the pet if it gets sick from a bad

leaving.

Development features

All My Baby Pets tamagotchi boxes bear the inscription “It can live up to 99 years” (“A pet can live up to 99 years”). With good care, pets really live a very long time, and they are easy to grow: these Tamagotchi are generally very unpretentious and can survive with long inattention from the owner.

Despite the fact that pets live a long time, they do not change as often as we would like. There are also few development branches - there are only two of them. Below is the growth chart for My Baby Bat, the charts for the rest of the pets follow the same development logic. The final form of the pet depends only on the quality of care.



Petogotchi pets

Petogotchi Pets Models

Petogotchi Dino: ••••

Petogotchi Puppy: •••••

Petogotchi Chicken: ••••••

Akachan: ••••••

Dragotti: •••••

general information

Frankly speaking, the word “petogochi” is a universal name for the analogue of almost any virtual pet. When Tamagotchi were republished by third-party companies, the original name was often changed to an abstract one, not tied to the program.

In such names, most often they simply played up the fact that the Tamagotchi
Is an electronic pocket pet. Therefore, the names were made up of the random order of the words “digital”, “cyber”, “pocket”, “cute”, “monster”, “pet” and so on.

"Petogotchi" is a good play on words, a symbiosis of "pet" (pet) and "tamagotchi". Thus, by modifying the name of the world-famous toy, the authors of the analogs tried to make people immediately understand what they were talking about by the name of the seal: it's like a Tamagotchi, only with a pet.

But in fact there is a Tamagotchi line, which itself is called "Petogotchi Pets". It consists of three models of Tamagotchi: Petogochi Chicken, Petogochi Puppy and Petogochi Dinosaur. There are also two Tamagotchi related to this series: dragotti and akachan, which we will talk about a little later.

Petogocha does not have so-called "original" corpora or authors. Petogochi is akin to Johnny's Tamagotchi: only a program is known that wanders from one author to another, but it is impossible to trace who first published these Tamagotchi. The Bongo company was also involved in the distribution of petogocha in Russia.

Most often, petogoches were issued in egg-shaped bodies with animal drawings on the body. However, it was possible to find round, rectangular, and petogoches in the shape of houses and hearts.

Menu items

Petogochi were not produced by any one specific company, like Apollo or Guaoppi, for example. Many unnamed Chinese companies reissued petogochi programs in their cases, so often the style of menu icons differs from version to version.

Food

All petogochi pets have four dishes on the food menu: porridge, water, candy and a treat. However, for each pet the last dish is different: for example, a carrot is a delicacy for a dinosaur, and a bone for a puppy.

Light / Sound

In this menu item, you can not only turn off the light in the Tamagotchi, but also turn off its sound: for this, you must select the crossed out note on the right side of the screen.

Games

Game 1: you need to guess which way the pet will turn. Sometimes in this game it seems that it is possible to guess in which direction the petogochi will turn, but no: when you press the “left” or “right” buttons, the game generates a winning side at random.

Game 2: at the beginning, the player chooses which fruit he will guess (a choice of banana, cherry and apple is given). After that, the game itself starts: to the right of the selected fruit, a roulette wheel is launched, which must be stopped when the previously selected fruit appears on it.

The game has five rounds, and, unlike the previous game, here you can guess when to stop the roulette wheel. That is why the second game is "more profitable" for the player.

Treatment

The classic treatment menu, which must be selected when a black skull appears on the screen. The number of bites depends on the severity of the pet's illness.

Cleaning

When this menu item is selected, a broom appears on the screen, regardless of whether there are piles or not. If there are piles, the broom sweeps them all away in one go.

Libra

In the scale menu, you can find out the age of the pet, its weight in kilograms, as well as view its scales of discipline, satiety and mood.

Discipline

When a pet refuses to eat or play for no apparent reason, it should be scolded using the discipline menu. The level of discipline greatly influences how a pet grows up.

Development features
Pet development is highly dependent on grooming, with pet discipline playing an important role in development.

Up to two years old, petogochi pets are extremely picky and constantly require attention.
They often sleep during the day, and heaps and diseases are generated so quickly that the petogochi beeps almost without stopping.

Akachan
Tamagotchi named Akachan and Akachan II have already been mentioned in the Apollo Pets chapter (see Apollo Dino). The program of the second akachan was considered in detail, but the first akachan was honored in that chapter only by a passing mention.

Akachan is not as widespread as Akachan II, at least due to the large number of analogs of the second version. And if the second akachan works on the Tamagotchi nano program, then the first one - on the cut-down petogochi program. It is impossible to turn off the sound in it, in the food menu there are only two dishes (porridge and candy), and in the games menu there is only one game, "Stone

- scissors - paper ".

Dragotti
Dragotti was created in the wake of the popularity of the movie “Jurassic Park”: in this tamagotchi you can raise a t-rex.

Dragotti was sold in oval mottled housings in yellow-blue, blue-green, white-orange and orange-blue, as well as in translucent blue housings with the inscription “Jurassic Park” above the screen. Dragotti works on a curtailed petogochi pet program, with the only difference: a different pet was brought up in him.

DNA Pets

general information
The DNA Pets series consists of only two Tamagotchi models: DNA Human, in which a person can be raised, and DNA Fish, in which a fish can be raised.

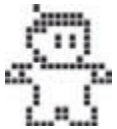
Both Tamagotchi were produced in similar stylized packaging,
and both Tamagotchi use the same menu icons. The Tamagotchi themselves are also similar, so I will consider the Pet DNA program using the example of Human DNA, a more complete Tamagotchi series.

DNA Human

Animals: man.
Rarity: •••••••

DNA Human was produced in a non-standard white case with the inscription “Virtual Kid”. As you might guess, this is a solitary Tamagotchi,
where you can raise a child.

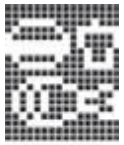
The first thing to pay attention to in this tamagochi is its screen. In addition to the fact that the menu items are located on the sides, as in dinky and hitorikko pets, the screen itself is unusually stretched horizontally, and the image on it is very well detailed, which makes all menu items look very original. In idle mode, the boy being brought up is displayed in full growth on the screen.



Enabling DNA Human

When turned on, after the time is set (hours and minutes turn over with a charming ticking sound), a flask appears, in which the future pet is raised. After birth, a little boy appears on the screen.

DNA Human Menu Items



Food

A choice of main courses and appetizers is provided. You can eat no more than three basic meals in 3 hours (adds 1 kilogram of weight and 1 centimeter of height), while snacks can be eaten at any time and in any quantity (every 4 snacks also add 1 kilogram of weight and 1 centimeter of height).

Exercises

After each exercise performed, the energy level increases by one, after every two exercises, the pet's weight decreases by 1 kilogram.

Cleaning

There are no piles in this Tamagotchi, instead of them puddles or dirt appear on the screen: this means that the child must be bathed. If you don't do this within an hour, he will get sick.

Training

The child reads a book and increases his level of education by one. Every 12 hours, the pet will automatically become stupid by one unit of education.

Job

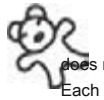
A child can go to work only after he turns 10. Every trip to work will increase the level of the scale of work by one unit, but at the same time the child will lose one kilogram. The scale will drop one unit every 12 hours.

Treatment

In this version of the Tamagotchi, the indicator of illness is not the skull, but the sad face of the child. In this case, you need to cure the pet, although in some situations it will be enough to bathe it.

Sleep

The pet automatically goes to bed at 11 pm and wakes up at 8 am. During sleep, the energy level and education level do not change, but the pet loses one kilogram and grows by 1 centimeter every 4 hours.



A game

In this version of tamagotchi, the game is designed only for the owner of the tamagotchi and does not affect the pet itself. In the proposed game, the child plays squash, trying to hit the ball. Each hitted ball is counted as one point, the maximum possible number of points in the game is 50. After every 10 hitted balls, the speed of the game increases. As soon as the point counter reaches 50, the game is won. A player can miss the ball three times.

Libra

The scale's main screen displays the pet's height, weight, and age. The scales of energy, work, communication and education are made in the form of histograms and are filled from the bottom of the screen to the top.

Communication

The child speaks on the phone and increases the level of communication by one unit. Every 12 hours, the level of communication drops by one unit.

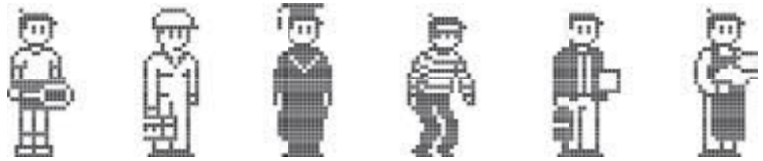
Development features

The complete life cycle of human DNA is 20 days. In the twentieth

the day the game ends automatically, and the final appearance of the pet will depend on the combination of all statuses and the entire history of human development.

A child can evolve into:

- **athlete:** weight is greater than or equal to 60 kilograms, height is greater than or equal to 1.6 meters, energy level is greater than or equal to 10;
- **worker:** weight is greater than or equal to 60 kilograms, the level of work is greater than or equal to 10;
- **doctor:** educational level is greater than or equal to 10;
- **thief:** educational level less than or equal to 2;
- **businessman:** communication level is greater than or equal to 10;
- **family man:** five options - work level less than 10; communication level less than 10; educational level from 2 to 5; the energy level is less than 10.



DNA Fish

Animals: fish.

Rarity: •••••

DNA Fish came in square cases with “Fish” written above the screen and bubbles on the sides; there were translucent corpus-

sa green and opaque hulls of yellow-pink and blue. Such a body imitates the aquarium in which the fish lives.

In general, the DNA of a fish is very similar to the DNA of a person, but it is rather a stripped-down version of it: if a person has 4 different statuses that can be developed in the course of education (education, energy, work, communication), then There are only two fish of these statuses: energy level and education level.

Menu icons in DNA fish are arranged horizontally. The menu items themselves for these two Tamagotchi are similar, except that there are no communication and work items in the fish.

It's also hard not to notice that some of the fish's DNA functions are borrowed ... from the tamakasi of pets.

The animations and the birth process, as well as the soundtrack, are exactly the same as the tamakashi. But most importantly, like the tamakashi, the DNA fish can operate in a turbo mode, in which every minute passes in one second. The turbo mode is switched on and off in the same way as in the tamakashi: by pressing the “B” and “C” buttons for 5 seconds.

Pocket Virtual Kid

Housing: a blue nipple with a pink border around the screen or an orange nipple with a purple border.

Animals: man.

General information
The Virtual Kid is a rather rare Tamagotchi: it was produced only in a nipple-shaped case, and no analogues of this Tamagotchi have yet been found.

There are a lot of mini-games in this Tamagotchi: seven out of ten menu items are occupied by games. The main task of the Tamagotchi is to educate a person of a certain profession by playing one of the games.

This Tamagotchi should not be confused with the previously reviewed DNA Human, which was sometimes sold under the name Virtual Kid.

Turning on the Tamagotchi
During the birth, the Tamagotchi shows the parents of the child, the process of conceiving a child (intersecting symbols of the masculine and feminine principles) and an ambulance, in which the mother is taken to the hospital. After birth, the child must be given a six-letter name.

Menu items

Libra
In the scale menu, you can find out the age of the child, his weight (at birth, the baby weighs 4 kilograms grams), check the mood scales, milk scale and sweets scale. The last two scales are made in the form of pictograms - nipples with milk and lollipop, respectively.

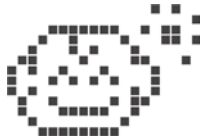
When a baby is born, the scale icon flashes. This means that one of the scales is not completely filled.

Food
The baby can be given a bottle of milk or a lollipop. The desired sub-item is selected with the help of a small arrow taken out of the main game screen.

Training
In the learning menu, it is necessary to solve simple equations for addition and subtraction: the tamagotchi offers to choose one of two answers; when choosing the correct answer, the child is happy.

Workouts
In the mini-game of this menu item, you need to quickly press the confirmation button, thereby pushing the wall. If you press fast enough, the child will push the wall off the screen and win.

Flower
The child has a flower that needs to be watered every day. Moreover, if you water it too rarely or too often, the flower will wither. With proper watering, the flower grows, and the child is happy about it.



House
This is a mini-game to play

the roof of the house that is trying to escape. If the roof rises evenly, the child wins.

Hockey
In hockey, you need to hit the puck with a stick, which runs away just like the house in the previous mini-game.

Roulette
This game offers to control a square moving across the screen: you need to choose in which part of the screen the square will remain. As soon as the choice is made, the ball starts spinning on the screen. If the ball stops in the square, the child is happy.

Treatment
Actively if the child gets sick. In this Tamagotchi, treatment is performed with an injection.

Cat
The child, in addition to his flower, also has his own pet - a cat. In this menu item, you can stroke it.

Development features
At the final stage of development, a virtual child can become an adult in one of the following professions: doctor, professor, athlete, engineer, firefighter, policeman, veterinarian. If a child is poorly looked after, it is not enough to play with him and allow him to get sick often, he will grow up to be a bully.

My dinosaur

Housing: yellow or blue with the inscription "My Dinosaur" above the screen; a white egg-shaped body with blue illustrations and a voluminous tail on the right side.

Animals: dinosaur.

Rarity:
• • • • • • • • • •

General information
Tamagotchi with the uncomplicated name My Dinosaur is an independent virtual pet, based, however, on the dinky dino program (see chapter

"Dinkie Pets", paragraph "RakuRaku Dinokun"). This tamagotchi has its own program, but at the same time the animations and appearance of the pet itself are clearly borrowed from the dinosaur dinka. Functionally, My Dinosaur is much simpler than a dinky dino.

In Russia, My Dinosaur was sold with both foreign and Russian-language instructions. The Russian instruction begins with the following greeting:

“Congratulations! You became the lucky owner of a dinosaur who slept in a cave for a million years. Now, when you hold Dino in your hands, it's time to wake him up. After removing the protective plastic strip, press SELECT and ENTER / CLOCK to set the correct time, then press ESC to confirm, and after

minute Dino will hatch from his egg to the funny melody "Happy Birthday Dino!"

Menu items

All menu items are located on the sides of the screen in the same way as in the dinky dino. Moreover, they are all completely different from the dinky menu.

Libra

In the standard menu of the scales, you can find out the age and weight of the pet, view its scales of satiety, thirst and education.

Food

The food menu consists of four courses: bread, chicken, candy and water. Bread and chicken are the main dishes that influence character development, candy and water are a treat. A herbivorous dinosaur will not eat chicken, just like a predator will not eat bread.

A game

My Dinosaur has one game. Two dinosaur heads alternately appear in it, left and right. The task of the game is to have time to hit one of the heads with a rubber mallet. If the hammer misses, the dinosaur gets upset. It should be noted that there is no mood scale in this Tamagotchi.

Bath

The usual piles do not appear on the screen of My Dinosaur, instead waves of an unpleasant smell appear to the right of the dinosaur. In this case, the pet must be sent to the bathroom using this menu item.

Shine

The light must be turned off when the pet goes to bed (the dinosaur sleeps in the crib under the covers). If you turn off the lights during the day, the screen will completely darken.

Study

Learning is not a form of punishment. The scale menu has a special scale that displays the pet's education

Treatment

In case of illness, the dinosaur must be cured using this menu item. Unlike the same dinky dino, My Dinosaur can survive for a relatively long time with the disease.

Music

In this menu item, the dinosaur simply listens to music from the player, no action from the player is required. After listening to music, the pet is happy. In the Tamagotchi, there are several tunes that are played in order. The music menu becomes available after the pet is one year old.

Camera

In My Dinosaur you can take a photo of your pet. To do this, enter this menu item and select a camera: a small animation will follow, simulating a camera flash. All photos are stored in the photo album (when a new pet is born, the photo album is reset). You can only take a picture of a dinosaur once a day.

Development features

My Dinosaur, just like the dinky dino that inspired the authors, can evolve into a carnivorous or herbivorous dinosaur. Moreover, adult dinosaurs can eat only food suitable for their species.

There are six branches of the development of My Dinosaur. The final shape of the dinosaur depends on the general grooming and what the dinosaur eats.

Bobo panda byte

Housing: round translucent
blue, green, pink or purple body.

Animals: panda.

General information
The Tamagotchi series Byte Pets was released by an American com-
by Trendmasters Inc in 1997 and consisted of two models: Bobo Panda Byte, in which a panda could be raised, and Kimiko Baby Byte, in which girls could be raised.

ka (this Tamagotchi was not sold in Russia).

Both Tamagotchi were sold in the same round translucent cases with a long cord instead of a chain, but their programs were so different that it is difficult to even suspect that these Tamagotchi were released in the same series. Bobo Panda is like classic virtual pets, while Kimiko is a game like nothing else with original graphics and unusual gameplay.

Menu items
Bobo panda stands out among all other Tamagotchi with very detailed graphics, elaborate soundtrack, a large number of functions and animations. With the age of the panda, the Tamagotchi have more opportunities: for example, in infancy, the panda cannot read or play sports.

Food
The food menu offers a choice between two drinks (milk and water) and four courses (bread, candy, apple, bamboo). As a child, a panda can only drink milk from a bottle.

Games
There are two games in Tamagotchi. The first is an analogue of the game of thimbles. It is necessary to randomly select a mink on the screen in which the panda will appear. The second game is rock-paper-scissors. Both games have three rounds.

Activity
The activity menu consists of five sub-items. In them, the panda can twist a hula hoop, read (starting from the age of two), swing on a swing. Also in this menu, you can pet the panda to cheer him up, or scold if the panda refuses to eat or play.

Treatment
If a skull appears on the screen, it means that the panda is sick. It can be cured with medication or an injection. You can also take the panda to the hospital by ambulance.

Workouts
An adult panda can engage in three sports: swimming, barbell lifting, or golf. Each activity fills her joy scale and also reduces the likelihood of getting sick.

Weather
The Tamagotchi has a weather function: the sun may come out, it may rain or the wind may rise. To make the panda comfortable, you can put on a cap, give her an umbrella or a scarf, respectively.

House
In the home menu, in addition to the standard on and off function

light for the night, there are several additional menu items that expand the gameplay. For example, here you can turn on the TV, after which the tamagotchi is paused, and the panda just sits and watches programs. Also in this menu you can turn the air conditioner on and off to regulate

temperatures in the tamgachi and radio (when the radio is turned off, all sounds in the tamagotchi are turned off).

Libra

In the scale menu, you can see the age and weight of the panda, find out the temperature in the Tamagotchi, and also look at all of its scales: mood (filled after the panda turns 3 years old), thirst, satiety and education.

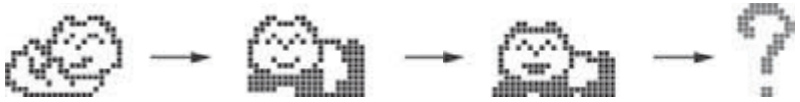
Restroom

In the panda toilet menu, you can not only clean up the piles, but also wash it with a sponge and wash it in the shower. Systematic pet care reduces the risk of illness.

Development features

The bobo panda has five stages of development. At the last, fifth, stage, the panda evolves into one of five characters: a giant panda (jumbo panda), a clown panda, a jasper panda, a tiny panda, or some kind of nini panda (nini panda).

Also, friends can come to an adult panda on any day. The pet will be friends with some pandas, ignore some, and even fall in love with some.



Bongo 16-in-1 Pets

In the nineties, the Bongo company was engaged in the sale of Russian
bathrooms of virtual pets in Russia.

Bongo employees took well-known Tamagotchi programs, created their own corps for them (or made a replica of already existing corps of virtual pets),

translated the instructions and sold them as they were. Due to the fact that tamagotchi from Bongo were "Russian", most often their price was higher than the price of all other tamagotchi, but despite this, pets from Bongo were extremely widespread in this country.

All models were sold in similar packaging, and almost all of the bongo pet instructions featured Buster Bunny, a character from the Tiny Toon cartoon.

The book already mentioned the company
“Bongo”: under her supervision there were published analogs of super guaoppi (see “Analogs of Super Gyaoppi 9-in-1”), hitorikko 3-in-1 (see “Hitorikko 3-in-1”) and petogochi pets (see "Petogotchi Pets"). However, in addition to these popular Tamagotchi models in the world, Bongo also produced lesser-known programs. These include two versions of the Bongo 16-in-1, as well as the rarest tamagotchi El fi n Twins.

Bongo 16-in-1

Housing: huge different
the shape of the enclosures in form
classic eggs, heart-
check, bells and ra-
kush; also met
16-in-1 models in the Donald
Duck-shaped case most often associated
with super guaoppi.

Animals: penguin, human
century, panda, bear, cat, dog, turtle,
parrot,
dinosaur, monkey, elephant,
pig, butterfly, hare, chicken, kangaroo.

Rarity:

• • • • • • • • • • •

general information

Of the two versions of the 16-in-1 bongo, the first one we will look at now was the most common. At the same time, its program is incomparably simpler: the functionality of 16-in-1 has only a basic set of functions necessary to be an electronic pet. There are no additional functions and features in this program.

Menu items

Food

In the 16-in-1 bongo, the pet can only be fed with porridge or candy.

Shine

The lights must be turned off when the 16-in-1 goes to sleep. If you turn off the lights at any other time, the entire screen will go black.

A game

In the first version of the 16-in-1 bongo there is only one game, in which the player needs to guess which side the pet will turn in (the side is chosen randomly). The pet refuses to play when it is hungry.

Treatment

Used when the skull appears on the screen, symbolizing Tamagotchi disease.

Cleaning

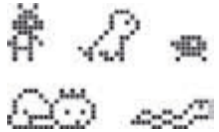
While picking up a pile, a bulldozer appears on the screen, which does not look like a guaoppi bulldozer, which is a rarity for virtual pets: most often when borrowing a bulldozer sprite, it is used unchanged.

Libra

The scale menu displays the weight and age of the pet, as well as its training, satiety and mood scales.

Training

Is a form of punishment for disobedience, such as refusing to eat or play.



Development features

16-in-1 does not indulge players with a variety of sprites. For example, at birth, only a butterfly and a person have their own sprites.

16-in-1 pets are very demanding and die very quickly if the player ignores them. The most difficult period in the development of 16-in-1 pets is the first two years (two days) of his life.

Because of this, and also because of the primitiveness of all the basic functions of tamagotchi, 16-in-1 looks like a very simple and monotonous tamagotchi, and it may even seem like a simple Chinese tamagotchi. However, 16-in-1 pets change and evolve often, which is why many find this Tamagotchi adorable in its simplicity.

However, the first version of the 16-in-1 bongo has almost nothing to do with the second version of the 16-in-1 from the same company.

Bongo 16-in-1

Housing: orange, yellow or pink octopus or bell-shaped body with “16 in 1” lettering and animal illustrations; a purple or orange body in the shape of a wooden house; yellow egg-shaped body with “16-in-1” lettering (16-in-1 in this case was produced by a third party).

Animals: monkey, chicken, dinosaur, dog, mouse, cat, snake, elephant, duck, frog, penguin, alien, dolphin, hare, man, ????.

Rarity:

• • • • • • • • • •

General information

The second 16-in-1 version can be considered the older brother of the first version. It has improved almost everything that can be improved: the schematic has been replaced by more elaborate animation and interesting gameplay.

The only drawback of the second version was the hardware component of the Tamagotchi: for all 16-in-1s, the screen is a critically weak point. In many models, almost all pixels disappear without the possibility of restoration, and the only way to fix the Tamagotchi in such a situation is to replace the screen with another donor Tamagotchi.

Often these versions are divided precisely by body: the first version is called a 16-in-1 egg, and the second is called a 16-in-1 shell (despite the fact that the body is more like an octopus).

Turning on the Tamagotchi

After choosing an animal, you must also select the sex of the pet and give it a name. The selected name will appear in the balance menu.

Menu items

Game 1

There are two games in Tamagotchi, each game has its own menu item. The first game is "Rock - Scissors - Paper".

Food

Just like in the first 16-in-1 version, there are only 2 dishes to choose from: rice and an apple. Food is the same for all pets.

Sport

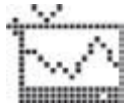
In this menu item, pets raise the barbell, which increases their health level.

Shower

The shower menu operates in two modes: toilet and direct shower. The toilet is used when a bunch appears on the screen. If there is no pile, you can simply bathe the pet.

TV set

This menu item is one of the forms of entertainment: the pet is watching TV.



Shine

16-in-1 pets can be put to bed at any convenient time: when the light is turned off, the pet automatically falls asleep.

Game 2

The pet must catch square blocks while dodging triangular blocks. There are no rounds in the game, but at the end of the game the tamagotchi shows how many points were collected in the game.

Training

The pet reads a book, raising its level of education. The teaching item is not a punishment for disobedience.

Treatment

The standard treatment menu: the pet is taken away in the ambulance if a skull appears on the screen, symbolizing the disease.

Libra

The scale menu displays the pet's name and age, cleanliness, health, mood, hunger, education, and the pet's weight. All scales here are measured in numbers, the maximum level for each status is 99 units.

Magazine

A fun feature of the 16-in-1 is the magazine menu. When this item is selected, the time of the last Tamakochi activity and the type of this activity are displayed. For example, if the last activity

when the pile was being cleaned, the log will display the cleaning time and the toilet.

If the pet needs something, then together with the attention icon located in the lower right corner, the icon of the menu item that needs to be activated to meet the pet's needs starts blinking.

Development features

16-in-1 pets have a long life span and often change with proper care. With poor care, animals can “degrade” to the previous stages of development.

However, what is really incomprehensible to the end is who can be brought up in this tamagotchi. Of the sixteen pets, at least one remains unidentified - the most recent character, the sixteenth. In addition, there are three types of birds in the Tamagotchi, and it is very difficult to guess which of them is who.

Elfin twins

Housing: large purple or yellow with seven buttons under the screen.

Animals: man.

Rarity:

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general information

El fi n Twins was published exclusively by Bongo and, like most of the Apollo Tamagotchi, has never been seen outside of Russia.

The elfin twins case has a non-standard rectangular shape with a rounding and a chain at the bottom (the emblem of the bongo company is printed on the case back upside down).

It has seven buttons, four of which form a cross for managing menu items: because of this, the elfin twins can easily be confused with a simple Tetris and not recognize a Tamagotchi in it. At the same time, the elfin twins is a very elaborate and non-standard mix of a nano child and a rikochan from a dinka family of pets.

El fi n Twins was produced in two versions: one version raised a boy (purple body), and the other a girl (pink body). Two elf twins can be connected to each other using the port that comes with the Tamagotchi. Sorry El fi n Twins

is so rare that neither the port nor the original packaging of this Tamagotchi has yet been found.

Menu items

Elfin Twins' menu items are located around the perimeter of the screen. There are only three points above the screen, indicating the locations where the child can come: school, home and gym. Depending on which location the pet is in at the moment, the functions of all other menu items change. When you change the location, an animation of the car carrying the child appears on the screen.

Also, the set of functions depends on the age of the child: in infancy, for example, the gym is not available.

Food

The child can be fed with porridge, cookies or milk. Each dish has its own scale, it is displayed when choosing a dish in the food menu itself.

Games

Games change depending on where the child is. If the child is at home, he plays an automaton, an analogue of a one-armed bandit. If a winning combination falls out, the child earns money, if a losing one, the money is debited from the account. The amount depends on the received combination of symbols in the machine.

If the child is at school, he can play Rock-Paper-Scissors (the game uses sprites of children from Nano Baby) or a game in which you have to guess which way the child will look.

Finally, when the child is in the pool, he can tug-of-war or armwrestle opponents.

Cleaning
Used for cleaning the baby.

Libra
In the scale menu, you can find out the age, weight, mood of the pet, its level of education, strength and the amount of money in the account. Each parameter has its own screen. In order to find out, for example, the age of a child, you need to scroll to the screen with a birthday cake and press the confirmation button.

Connect
In order for two Tamagotchi to play with each other, it is necessary to connect them with a wire-port, which comes with the Tamagotchi, and select this menu item.

Treatment
Must be used when a child is sick.

Training
The functions of the tutorial menu also differ for different locations. When the child is at home, he can watch TV, listen to music, or read a book. After each of these actions, the baby is happy.

At school, the child solves math problems (it is necessary to count objects on the screen), compose pictures in two parts, and draw in a mini-editor (similar to the editor from RikouRikou Chan).

In the pool, your pet can run, lift a barbell, or swim.

Shine
The classic function with which you need to turn off the light when the child goes to bed.

Virtual footix

Housing: round case in the form of a foot-ball with four buttons and the inscription “France 98 World Cup” above the screen (there is also a re-issued version with the inscription “France 2002 Coupe du monde”).

Animals: Futix.

Rarity:
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general information
Virtual Footix, for some reason better known as FIFA crow, was released by Sega in 1998, in the year

the passage of the 16th FIFA World Cup. The mascot of this championship was a cockerel named Footix, and it is he who can be raised in this Tamagotchi.

Virtual Footix was released after most of the famous virtual pets of the nineties. This is noticeable both in the heavy and high-quality body, and in the dynamics that reproduce many sounds (stadium applause, speech), and even in the style of the Tamagotchi itself.

Turning on the Tamagotchi
When you turn on the Tamagotchi, the screen displays the words “World Cup” and a soccer ball instead of the classic egg. The hours are automatically set at 12:00; in order to change the time, in the watch menu, you must simultaneously press the rightmost and leftmost buttons.

Menu items

Food

When your pet is born, you can feed the cupcakes or give him a bottle of milk. The food menu changes for each stage of the pet's development.

Shine

Futix automatically falls asleep at 21:00. If at this time you do not turn off the light in the Tamagotchi, the pet will wake up sick in the morning.

Games

There is one game in Tamagotchi, however it changes every time the pet grows up. In infancy, Futix catches a ball falling from above (the ball can fall from the right or left). In adolescence - trying to score a goal. An adult pet, on the contrary, acts as a goalkeeper and tries not to let the ball into the goal. Each of the games has 5 rounds.

Treatment

When the pet gets sick, no additional attention icons or skull icons appear on the screen, as is usually the case in Tamagotchi. In case of illness, Futiks refuses to eat and play. During the treatment, Futiks is taken away in an ambulance and given an IV.

Shower

After every training session and every game, you need to wash your pet. If you skip a shower, the crow will get sick.

Libra

There are only two scales in the scale menu - the scales of satiety and health. The scale indicators range from L (from English "low" - low) to H (from English "high" - high). The last screen of the scale menu contains the countdown to the soccer championship. There is no mention of the pet's age or weight.

Football

The FIFA World Cup is the final game for which Futix prepares throughout his upbringing. In case of winning

in the championship, the entire game is considered to be won.

Karaoke

This is the only game that is not training. In it, the Tamagotchi loses to small

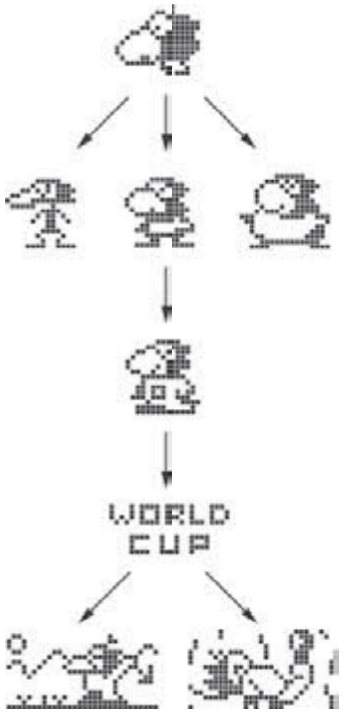
the sequence to be repeated using the buttons. The game has three rounds, each round lengthening the melody.

Development features

Virtual Footix's main goal is to win the World Cup. For this, the pet must be systematically trained and not overfeed.

In the second stage of growth, at which you can get different Futiks, you can see in what physical form the pet is: if it was not trained enough, Futiks will look thin, if overfed it will look fat.

The FIFA World Cup starts 12 days after the Tamagotchi is turned on.



Littlest pet shop digital pet

In 1992, Hasbro launched the Littlest Pet Shop as an animal toy.

Later, a modest series of figurines grew into a huge media franchise, under which not only toys were produced, but also cartoons, games and, what is most interesting for us, Tamagotchi.

Littlest Pet Shop Digital Pet Tamagotchi was released much later than the main wave of virtual pets, in 2006. On the territory of Russia, Tamagotchi LPS is official

were sold in toy stores and were generally available.

Hasbro released three versions of the LPS Tamagotchi, differing in appearance and slightly software. For example, a feature of the second version of the LPS Tamagotchi is small trinkets in the form of a comb and a feeder, with which you can press buttons to feed or brush your pet.

Littlest Pet Shop Digital Pets are more collectible games than familiar virtual pets: animals in them do not grow or die, and there is practically no need to care for them. The main gameplay element of Tamagotchi LPS is exploring and finding animals.

In addition to finding all the characters, you can collect various items here. Pets travel to different locations such as city, stadium, university,

each of which has its own set of games. When a pet wins games or performs any other activity (it is claimed that there are more than 50 minigames in the LPS), collectible stickers are added to its personal diary.

In 2007, the series was released
mini-key chains Littlest Pet Shop for McDonalds restaurants, which resembled their big brothers only from afar. The functionality of these Tamagotchi was reduced to zero: only the functions of eating, combing and two mini-games remained.

Thus, the Littlest Pet Shop Tamagotchi were the last relatively high-quality virtual pets to enter This Country.

Глава 9.

Chinagotchi

general information

As mentioned above, you will never find the inscription "Made in Japan" on any Tamagotchi or on any virtual pet. The maximum that awaits you is “Made in Taiwan”, but even this is unlikely: in 95% (the figure is taken from the statistical ceiling) of cases, you will find the familiar phrase “Made in China” - both on the originals of Tamagotchi from Bandai, and on the last 49-in-1.

Why do we call some Tamagotchi originals, while others dismissively downgrade them to Chinese? After all, according to the logic of things, all, absolutely all Tamagotchi are Chinese?

And here's the thing. The term kitaygochi itself has nothing to do with the place of assembly of the final tamagotchi. Here we are talking about the quality of the product - the lowest quality quality.

The phenomenon of Chinese consumer goods still exists, despite the fact that the same Chinese technology has long ceased to be associated with single-use knickknacks: Huawei and Lenovo computers, Geely cars, TCL TVs - all these are purely Chinese products.

When we say, “Fufufu, kitaygochi,” we are referring specifically to cheap, low-grade, glitchy and disposable Tamagotchi counterfeits. In the nineties, oddly enough, such a phenomenon was rare in the Tamagh environment (at least in This Country). Yes, we didn’t have originals from Bandai, but we did have very good quality replicas, such as guaoppi or dinky pets.

Kitaygochi entered the market a little later, at the beginning of the 2000s, when interest in Tamagotchi began to slowly fade away, and the desire of Chinese companies collecting plastic trash to enrich themselves due to the popular topic
- to manifest.

Kitaygochi can still be found on sale: in newsagents, subway crossings, or in the 1000 trifles stores. Also, with the growing popularity of the nostalgia for the 90s, Chinese gochi were often sold in the “Remember the 90s” theme stores for insane money.

How to distinguish a Chinese gochi from a virtual pet? Usually it is enough just to pick up a Chinese Tamagotchi and a notorious original. The Chinese gochi bodies are made of the world's cheapest plastic and very often try to copy the shapes of other famous tamagotchi: there are fakes under super guaoppies, under MGA and dinky pets, under Giga Pets, which have never been in Russia. There are also crazy bodies in the shape of guitars, telephones and pistols. The background for all these tamagotchi is often absent.

Kitaygochi often follow the "bigger is better" rule. That is why almost all Chinese are multiet “God knows how many animals there are in one”, which in fact turn out to be a trinket for five minutes. Animals do not develop in them, maximum - they can change once, right up to an adult animal. Chinese animal sprites wander from one Chinese gochi to another.

In general, Chinese gochi is a topic that I really don't want to touch on. But since this phenomenon has become ubiquitous, it is not possible to leave it unattended.

49-in-1

Rarity:

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general information

Tamagotchi 49-in-1 due to its ubiquity

became the main synonym for the word “kitaygochi”: this is exactly the case when we say “49-in-1”, but we mean the Chinese, we say “Chinese” - we mean 49-in-1 ”.

Usually any Tamagotchi has a name, official (such as “9-in-1 guaoppi”) or informal (such as “puppy at the booth”). However, it is customary to call this Tamagotchi simply numbers - 49-in-1, exactly as they write about it on the packaging.

The 49-in-1 program was created in the late nineties, but became widespread in 2002.

In This Country (although in fact it was already just in modern Russia) 49-in-1 was remembered by everyone as a Tamagotchi of the “KS” series. It was sold in many cases of surprisingly poor quality, each design stolen from famous virtual pets: digimons, dinky and petogochi pets, and many others.

All these Tamagotchi can still be found at any Russian-language auction site, most often - under the heading "A real Tamagotchi from the nineties, many animals are a rarity !!!" and for an inadequate price. Unfortunately, many believe such bold claims and buy the 49-in-1, bitterly disappointed after the first turn on this piece of plastic.

And if there is an encyclopedic article in this world called “Divinity”, then a 49-in-1 would serve as an excellent illustration for it.

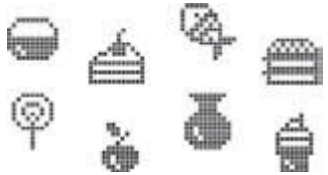
Menu items

49-in-1, despite all its inferiority, still tries to be like a Tamagotchi. It has all of the standard Tamagotchi features like eating, playing and cleaning, as well as some guaoppi pet features that were clearly inspired by them. True, the performance of all these functions is a slightly different question.

Similar to the single guaoppies, all menu items are located at the top of the screen, and the disease and heap indicators are at the bottom.

Food

The authors of 49-in-1 decided not to be small and added eight dishes: four main ones (rice, cake, fish, hamburger) and four delicacies (candy, apple, water, ice cream). Each main dish fills the satiety bar and increases the pet's mass. Treats do not affect anything. Pet animation



absent: in the process of eating, the dishes simply disappear.

Games

There are two games in this tamagotchi. It would seem that this is very good for a Chinese Tamagotchi, but alas: when trying to play any of them, the pet shakes its head in a negative way, no matter how filled its joy scale in the scale menu. Pets only agree to play when they get older.

Game 1: you need to catch the pegs falling from the sky using a cap that you can hold on your head, in your left or right hand. The animation in the game is independent of the pet.

Game 2: football. It is necessary to press the confirmation button several times until the player touches the ball. If the ball hits the goal, the game is won; if it doesn't, the pet has lost.

Discipline

In theory, this item should work in the same way as in ordinary tamagochi: the pet must be punished when it refuses to eat or play. But in the first years of his life, he always refuses to play, but on the contrary, he always agrees to eat. When trying to select a menu item, the pet always shakes its head negatively. Perhaps, in the Tamagotchi it is really possible to somehow punish a pet, but, alas, I never did it.

Treatment

Selected when shard indicators appear at the bottom of the screen. The animation of the treatment also resembles the animation of the guaoppi - a large syringe in full screen.

Cleaning

The default cleaning menu is selected when heap-shaped indicators appear at the bottom of the screen.

Sleep

49-in-1 pets fall asleep several times a day, and sometimes they seem to fall asleep randomly. When this menu item is selected, the light turns off automatically while the pet is sleeping. The light cannot be turned off while awake.

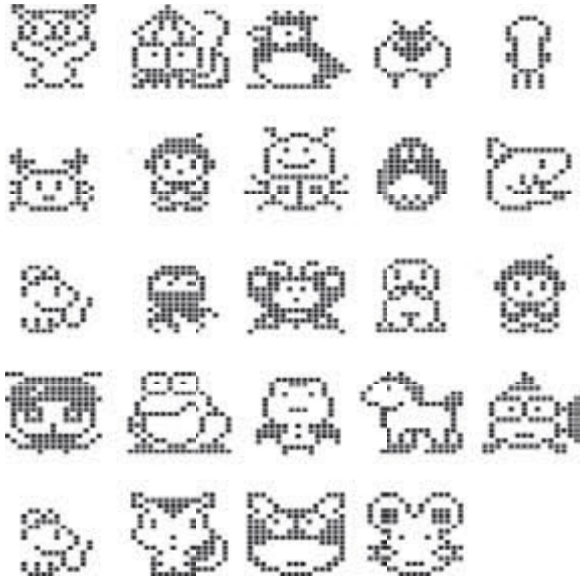
Libra

In the scale menu, you can find out all the standard metrics of a pet: age, weight, scales of satiety, mood, education and health.

Weather
Sometimes (very rarely) it rains or the sun comes out in the Tamagotchi, in such cases the pet should be given an umbrella or a cap, respectively.

Development features
49-in-1, as a classic representative of the Chinese Tamagotchi, has only two stages of development: an infant and an adult. In this case, the appearance of an adult character is demonstrated when choosing a pet.

But it is very difficult to grow 49-in-1 pets to the first (and also the last) evolution. The main reason is the rush of time: one minute in a Tamagotchi takes 40 real seconds. That is why pets do not sleep at night: time goes forward very quickly,



and the raised animal falls asleep earlier. Most often, 49-in-1 dies at night.

The illustrations show all the animals, of which the Tamagotchi suggests choosing a pet for itself when the Tamagotchi is turned on. As you can see, the authors were cunning about 49 animals in one thing: there are only 36 non-repeating animals.

Special abilities
Among all the other troubles, in 49-in-1 it is impossible to turn off the sound. Therefore, the main special feature of this series of Tamagotchi is the ability to disassemble a primitive Chinese into parts and use them to repair other, better quality Tamagotchi.

Smart Baby and Pets

Rarity:

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general information

Smart Baby and Pets are difficult to attribute to the Chinese, but it is on this that the 49-in-1 Tamagotchi program is based. The set of functions of these tamagotchi is practically the same - with the exception that all functions still work in Smart Baby and Pets: all games are available at any time, the discipline menu is a form of punishment for pet disobedience, and time in tamagotchi does not run forward.

The indicators of illness and heaps are also visually different: if in 49-in-1 they are arranged in a row at the bottom of the screen,
then in Smart Baby and Pets there is only one pile and one shard, which accumulate over time: the pile is overgrown with new layers, and new rows of crossed bones appear at the skull.

But the main difference between Smart Baby and Pets and its half-Chinese brother is that pets fully develop in it.

There are two versions of this software: Smart Baby and Pets 18-in-1 and Smart Baby and Pets 24-in-1. Both versions were produced in a high-quality case of a non-standard shape with ears at the top.

69-in-1

Rarity:

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general information

The 69-in-1, like the 49-in-1, has no name, just an indicator of the number of animals. This tamagotchi also gained popularity in 2002-2003 and was sold mainly in My Baby Pets clones, with animal figures above the screen. There were also clones of folding MGA cases, which repeated the relief of the case to the smallest detail, but were produced from cheap plastic.

Menu items

Unlike the previous kitaygochi, in which the authors borrowed a lot from the guaoppi, the 69-in-1 Tamagotchi program is based on the Mini Pets series Tamagotchi.

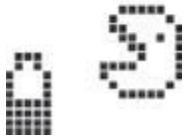
It lacks an individual scale of states within each menu item, all scales are aggregated in the scale menu, as is the case in ordinary tamagochi. However, functions such as music and dance have survived. The appearance of the menu icons also matches the mini pets icons.

Food

The choice is provided from three dishes that do not change with the change of animal: a bottle of water, a plate of porridge and another drink in the glass. Animation also does not depend on the chosen pet: the faceless bun is always eating food.

Game 1

69-in-1 has two games, just like mini pets, but both games are different. In the first game, you need to guess which part of the screen will be a kolobok with an arrow above it. There are no rounds in the game, each guessed side is considered a victory.



Music

The music menu is similar to the corresponding menu in Mini Pets: the pet just listens to a few repetitive tunes.

Game 2

Rock Paper Scissors. There are also no rounds in the game.

Dancing

The dance menu is similar to the corresponding menu in Mini Pets: the pet dances to several tunes (in fact, a pair of boots is just jumping on the screen).

Cleaning

Despite the copying of mini pets, the cleaning animation in this Tamagotchi is copied from the guaoppi: a huge bulldozer removes the piles. After cleaning, a teacher appears on the screen with a pointer, scolding the pet for an oversight.

Treatment

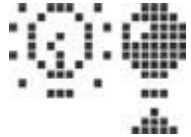
There are two ways to cure the animal: give it a pill or give it an injection. The choice of treatment method does not affect the effectiveness in any way.

Libra

The scale menu displays the scales of satiety, mood, sleep and discipline of the pet, as well as its age and weight in grams. The discipline scale looks especially funny, since there is simply no separate parenting function in the Tamagotchi: the pet teacher is automatically when heaps are collected.

Shine

The light must be turned off when the pet goes to sleep. Nevertheless, it can be turned off at any time of the day: the pet will automatically fall asleep. The pet does not know how to wake up on its own, nor in the case of natural



sleep, nor in the case of forced. You have to turn on the light manually, while the likelihood that the pet has already died when the light is off is very high: in such cases the Tamagotchi does not call for help, but quietly waits for someone to pay attention to him.

Development features

If the authors of 49-in-1 decided that no one would count animals anyway, and added only 36 different pets to the Tamagotchi, then the authors of 69-in-1 decided not to bother at all and added only 23 pets to the Tamagotchi.

In 69-in-1, there are also only two developmental stages: a newborn pet and an adult pet. At the same time, the clock is in a hurry even more than in 49-in-1: here a minute passes in just 30 seconds.

Paradoxically, 69-in-1 in the forehead is considered “better” than 49-in-1, despite the fact that he inherited all of his problems.

Despite all the primitiveness of the 69-in-1 tamagochi, many have this tamago-

Chi evokes sympathy. The reason for this is the rather detailed and cute portrayal of the Chinese gochi characters themselves. Among the sprites there are both borrowed pets from the guaoppi and relatively original characters (if this definition applies to the Chinese Tamagotchi).

124-in-1 / Digi Pets 32-in-1

Rarity:

• • • • • • • • • • •

general information

There are two flavors of this program: the 124-in-1 Tamagotchi and the Digi Pets 32-in-1 Tamagotchi. In terms of functionality, the programs are almost identical, the difference lies in the visual presentation of the functions.

124-in-1 is another tamagotchi-blende, in which instead of the declared 124 animals, only 32 pets can be found. The Tamagotchi itself proudly announces that there are 124 pets here when it is turned on. A little less common is a variation of the program in which the splash screen says: "99 pets in 1".

There are two models in the Digi Pets Tamagotchi series: the 10-in-1 model, which was produced in round opaque cases, and the 32-in-1 model, which was produced in translucent red and blue cases.

Both were distributed in original boxes labeled "Digi Pets". However, these two Tamagotchi models have absolutely different programs.

It is known that Digi Pets 10-in-1 was released in 2006 and has never been seen on the territory of This Country. Release date

Digi Pets 32-in-1 is unknown, and it is also unknown if this Tamagotchi was sold in Russia. But it is obvious that his program is based on the Tamagotchi 124-v-
1, which was ubiquitous, like all Chinese, at the beginning of the two thousandth.

Digi pets 32-in-1, on the whole, looks more curious than 124-in-1 and claims to be a non-Chinese: from a distance it may seem that this is quite an interesting and independent Tamagotchi.

But - only from afar.

After choosing an animal and setting the time, the pet is born immediately - and immediately from the soundtrack it becomes obvious that this program is based on Johnny's pets program. Taking into account the classic Chinese set of animal sprites when the Tamagotchi is turned on, and also the primitiveness of functions and animations inside, no illusions remain. Digi Pets, aka 124-in-1, is a simple kitaygochi.

Menu items

Menu items are the main difference between the 124-in-1 Tamagotchi and the Digi Pets Tamagotchi. In the 124-in-1 version, all menu items look absolutely casual: they are located at the top and bottom of the screen and look exactly like the menu icons of tamagotchi johnny.

Digi pets [one] there are no usual menu items. The menu is scrolled with the right button, but the icons are not displayed: instead, a large icon appears on the screen itself. If the Tamagotchi needs something in this item (for example, he is hungry), in addition to the icon, on the screen

[one] Most likely, the relatively correct pronunciation of this the name will be “DJ Pets”, from “digital” - “digital”. However, most often this name is read exactly as "digi pets", so I decided to leave the fixed reading.

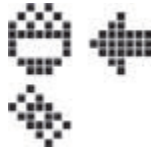
the sign "?!" appears.

Libra

In the scale menu, you can find out the age of the pet, its weight in grams, as well as view its satiety, health
vya, mood and education.

Food

Unlike Johnny's Tamagotchi, there are only two dishes here - porridge and biscuits. The food is the same for all pets.



Physical Education

The animation is identical to Johnny's pets: a muscular hand raises the barbell. However, these tamagotchi do not have any internal sensors for the physical education function, so there is no need to shake the tamagotchi. Fills the health bar in the scale menu, decreasing

satiety scale.

Training

Teaching is not a form of punishment - the pet just leafs through the book. Learning fills the education scale in the scale menu.

Cleaning

Standard cleaning menu: a wave washes away piles from the screen, just like in Johnny's pets.

Shine

The light turns off only when the pet is sleeping.

Treatment

You can treat your pet at any time, regardless of whether it is sick or not. After treatment, the health scale in the scales menu is replenished, but the joy scale decreases.

And that's it: in 124-in-1, as well as in 32-in-1 digital pets, there are only 7 menu items. For some virtual pets, this is enough to keep them entertaining. However, this program missed

one very important detail for Tamagotchi: there are no games in Tamagotchi. Absolutely. At the same time, in the scale menu, as mentioned above, there is a mood scale. It is only filled with a treat (cookie) on the food menu.

Development features

Of the two versions of the program, 124-in-1 and Digi Pets 32-in-1, only the latter tells the truth. There are actually 32 pets in the program.

Jia Yuan 168-in-1

Rarity:

• • • • • • • • • •

general information

Jia Yuan 168-in-1 is a remake, it has become widespread in the last 5-6 years. Due to the fact that it was developed relatively late, it is very different from the usual Chinese Tamagotchi: both in drawing characters and in functionality.

The first thing that catches your eye is a non-standard screen with a very high resolution by Tamagotchi standards - 32 pixels wide and 32 pixels high. Such a screen would be enough for a very high-quality and detailed display of pets, but the authors decided to do otherwise: the image in a Tamagotchi is built from blocks of pixels and looks very clumsy.

The second difference is the functional component. The program of this tamagotchi is based on the programs of the original Tamagotchi from Bandai, to be more precise - the 168-in-1 tries to be similar to Tamagotchi Connection v4. The appearance of the menu icons is borrowed, as well as some functional features that are unusual for virtual pets not from Bandai.

Turning on the Tamagotchi

After choosing a pet, the Tamagotchi prompts you to set the time and then choose a name for the pet. You can't set your own name, you can only choose a name from the existing list: Bob, Ann, Joy, Eve, Jim, May, Sue or Tom.

Menu items

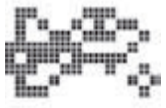
Libra
In the scale menu, you can find out the age of the pet, the amount of food eaten, the amount of money earned, and the name of the pet.

Food
There are two dishes to choose from, regardless of the chosen animal -
bread and cake. Both dishes have the same effect on satiety.

Cleaning
Similar to the originals of the Bandai Tamagotchi, when harvesting, the piles are sensed from the screen with a large wave.

Entertainment
In this Chinese, there is no such thing as a pet's mood. But games are not useless here: for each game the pet is awarded gold coins, and the more successful the game is, the more coins are awarded. The maximum number of coins in one game is 99.

Game 1: the pet is trying to catch the frisbee: you need to jump at the moment when the frisbee flies over the pet's head.



Game 2: in it it is necessary to help the boat to dodge falling comets. Comets fall at different speeds, slowing down and speeding up.

Each round of any of the games takes away one unit of food eaten. The pet refuses to play if their number drops to zero.

Score Is another type of entertainment based on the Bandai tamagotchi store. In this store, you can buy toys for your little animal for earned

coins found in games. If there is not enough money to buy, the pet will shake its head negatively.

Activity
In this menu item, an analogue of the communication menu in tamagotchi v4, the pet can engage in various activities and receive money for it - for example, work while sitting at the computer or fight. Any kind of activity is simply a recurring animation.

Study
While studying, the pet is given a lecture at the blackboard. After training, a letter sometimes comes to the mailbox, most often with the coins earned.

Treatment
Standard treatment menu. Pets in 168-in-1 get sick often and get sick very quickly, if you do not clean up piles after them.

Mailbox
This menu item contains two sub-items: the first shows how many stars the pet has earned, the second - the mailbox itself, where letters sometimes come with money or piles. When the pet receives a letter, the icon of this menu item starts blinking.

Magazine
The journal is also divided into two sub-items: in the first, you can enter passwords for which, in theory, money and gifts are unlocked (in practice, it was not possible to find a single password), in the second, a treasure chest, which displays which toys were purchased in store. In the version of tamagotchi v4, which was inspired by the authors, this menu item stores a list of friends

- all alien Tamagotchi that the pet has ever played with.

Development features

From the point of view of the development of pets, this Chinese man became, perhaps, the apotheosis

all the Chinese. If ordinary Chinese gochi can only develop from a newborn pet immediately into an adult, then 168-in-1 cannot do that either. It doesn't change the pets at all: the newborn animal looks exactly the same as on the pet selection screen.

However, there is a factor in the 168-in-1 that compensates for this disadvantage. The authors of this tamagotchi do not just scare the dreaded figure “168 pets”. The Jia Yuan 168-in-1 is a unique Chinese tamagotchi with actually 168 different pet sprites. Among them you can find both simple cats and dogs, and characters from the original Tamagotchi from Bandai, Pokemon, Digimons, transformers and robots, as well as a whole fleet of cars and ships. Yes, in 168-in-1 you can take a toy car as a pet and carefully feed it with bread and cakes.

In general, the 168-in-1 is more primitive and boring than even most Chinese gochi. The pet has no statuses - no mood, no hunger, no discipline. Pets cannot sleep, the clock in the Tamagotchi is not displayed in principle, and most of the functions simply do not work as they should.

But at the same time, the Chinese Jia Yuan 168-in-1 is very distinctive and therefore interesting. True, for five minutes, no more.

Заключение

Tamagotchi in Russia

In 2004, Bandai decided to relaunch the Tamagotchi franchise and released an updated version of the toy - the Tamagotchi Connection. It realized the ability to connect two Tamagotchi using an infrared port, so that they could play with each other, go to visit or even create families.

In 2007, the first color version of the Tamagotchi, the Tamagotchi Color, was introduced. Over the entire period of the company's existence, 60 versions of Tamagotchi have been produced. The latest version of Tamagotchi 4U + was released on July 18, 2015.

In the nineties, the Bandai have never been on the territory of Russia. However, in 2005, they officially brought the fourth version of Tamagotchi Jinsei + to our country. Tamagotchi jeans were distributed in the Detsky Mir store chains, and the Tamagotchi included instructions in Russian.

In 2014, Bandai again tried to conquer the

the Russian market and released Tamagotchi Friends in Russia. This version of the Tamagotchi was still black and white, but despite this, it still found its buyer.

Many of those who bought a new Tamagotchi in the 21st century clarify that they bought it for nostalgic reasons. Someone buys

Tamagotchi already for their children.

It's 2015, and technology has long conquered the entire planet. Children learn to use tablets and phones before they write their names correctly, and, to be honest, it is already difficult for them to be interested in such a simple toy as a tamagotchi by today's standards.

The era of Tamagotchi is over. But she left an indelible mark in our memory and in our hearts. Every year there are more and more collectors of original Tamagotchi and those virtual pets that we called Tamagotchi in childhood. Every year there are fewer and fewer working toys left to gather dust from the nineties in further boxes.

But the very idea of tamagotchi is alive, and the meaning of the word “tamagotchi” is probably known to every resident of modern Russia.

This means that even if the last Tamagotchi breaks down, they will not be forgotten. They will be remembered and loved by all children of the nineties. Because, although the pets returned to their Tama planet, they remained to live on Earth: in our children's drawings and memories. In our old dusty boxes.

In our hearts.

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We did it, didn't we?

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